

Errata to Introduction to Game Physics with Box2D

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This is the Errata list for Parberry [2]. Please check the author's website [1] for the latest version before reporting new errata to the author at the email address at the top of this page.

Corrections

Page	Line	Word	Correction	Reported By
47	10	VECTOR	D3DXVECTOR2	Nathawan Charoenkulvanich
	23	VECTOR	D3DXVECTOR2	Nathawan Charoenkulvanich
247	6	that	than	Nathawan Charoenkulvanich
261	12	49	23, 49	Ben Huang

Clarifications

p. 49, Exercise 5: Use the traditional screen space coordinate system in which the origin is at the lower left corner, the positive x -axis points to the right, and the positive y -axis points upwards (reported by Ben Huang).

References

- [1] Ian Parberry. Intro to Game Physics with Box2D. <http://larc.unt.edu/ian/books/gamephysics/>, 2012.
- [2] Ian Parberry. *Introduction to Game Physics with Box2D*. AK Peters Publishers, 2013.