

---

Subject: Re: quick question about bouncing balls  
Posted by [Giorgio](#) on Thu, 09 Apr 2009 21:54:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

To get the resultant you have to know if the collision is elastic or inelastic (or how much energy is dissipated during the collision). Then, you establish the equations for momentum and energy conservation. By solving them, you get the resultants.

Giorgio

On Apr 9, 8:21 am, oxfordenergyservi...@gmail.com wrote:  
> I've hit a thursday afternoon wall and want to write some code which  
> bounces balles around in 2d.  
>  
> this should be A level. but I can't do it and cant find it on the web  
>  
> if i have 2 spheres with positions  
>  
> x1,y1 and x2,y2  
>  
> and velocities  
>  
> vx1,vy2 and vx2,vy2  
>  
> when they hit each other, what are the resultant  
>  
> vx1,vy2 and vx2,vy2  
>  
> ???  
>  
> Thanks  
>  
> Russ

---