
Subject: Re: A math question.

Posted by [Jerad2142](#) on Tue, 01 May 2007 17:15:04 GMT

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Can anyone give me a formula for how I would calculate what angle an artillery would have to aim at if I knew: gravity, speed of the projectile, distance away the object is from the artillery, height of the object compared to the artillery, and 0 air resistance. This is also for a program, or game more likely *cough*new AI for Renhalo*cough*.
