

Water Rocket Fun
by Tony Wayne

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System Requirements:

The program will run on the following systems:

Windows 3.1 with Win32 extension, 8Mb Ram
Windows 95/98/NT, 16Mb Ram

To start:

Double-Click on Rocket Icon of file

History: (Improvements and Enhancements done by Seeds Software)

7/99:

V3.0 Includes the air pressure release thrust stage in addition to water thrust. This stage of thrust was missing on the original and previous versions. The additional thrust that air provides as it escapes the bottle lessens the amount of water that results in optimum apogee.

6/99:

V2.3 Corrected the maximum thrust display and thrust plots to actual values used in program

V2.2.1 Increases the amount of payload mass that may be added to the rocket, increases the number of significant figures for water volume in rocket to improve calculation of apogee for toy rocket.

V2.2 Uses a more conservative nozzle velocity, lower drag coefficients, and improves plot speeds.

V2.1 includes new corrections to make the software perform better. This version is far more accurate than

V 2.0.

5/99:

Version 2.0 was a translation of a HyperCard stack to a different development environment. Only a translation was done with the result that the program calculation output is identical to an earlier HyperCard version.