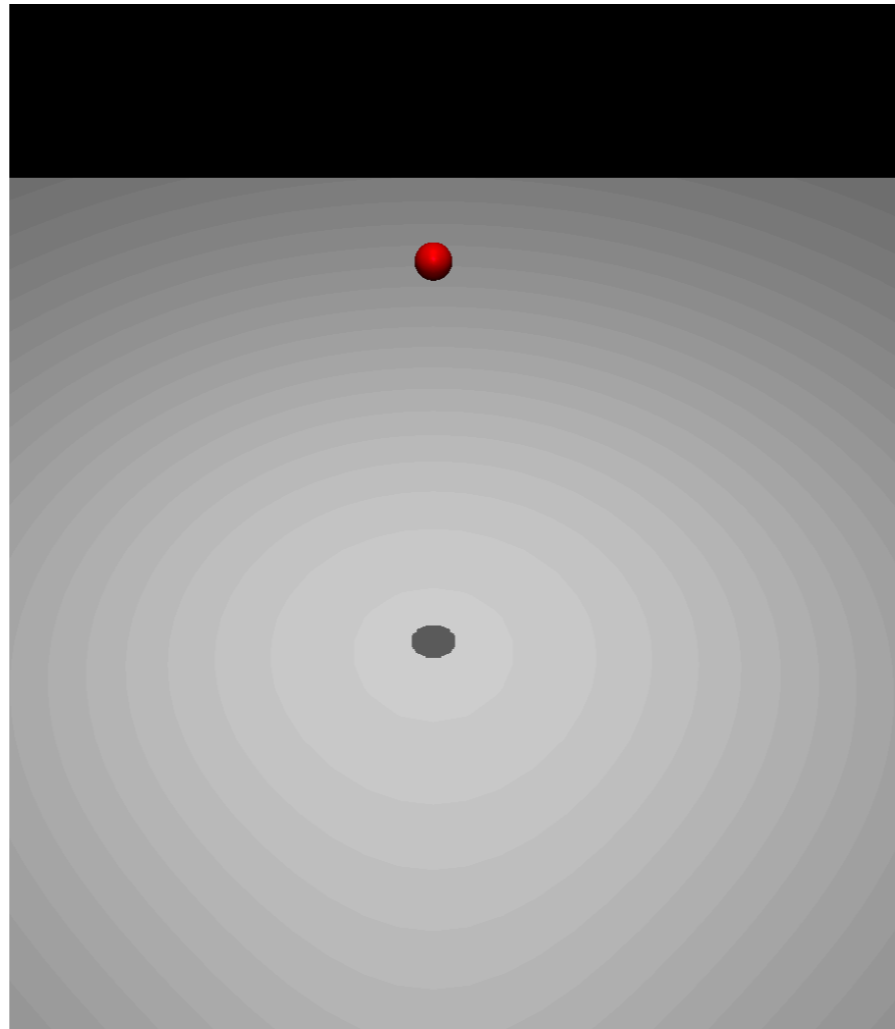


# Projectile with drag



`data.qpos, data.qvel` `#set initial position/velocity`

`data.qfrc_applied, data.xfrc_applied` `#apply drag force`