

Rapier does not move Rigidbody in expected direction

help

callmeclover August 3, 2025, 2:25am 1

Hi! I have a `RigidBody` with the components `(Velocity, Transform)`. When changing the rotation with `transform.rotation = ...`, the "forward" direction of the body remains the same when adding velocity. How come this happens? I can't use angular velocity, because I'm rotating alongside a camera.

Thanks!

jdahlstrom August 3, 2025, 3:23am 2

Presumably the velocity given is in world space rather than model space.

callmeclover August 3, 2025, 5:14am 3

I understand that, but is there a way to fix it?

jdahlstrom August 3, 2025, 5:47am 4

As you're talking about components, I presume you mean `bevy_rapier3d` specifically? [This Velocity](#) and `bevy's Transform`?

callmeclover August 3, 2025, 5:52am 5

Yes, those are the components I'm using.

system Closed November 1, 2025, 5:52am 6

This topic was automatically closed 90 days after the last reply. We invite you to open a new topic if you have further questions or comments.

Related topics

Topic	Replies	Views	Activity
Fastest rotation route in rapier2d help	11	541	December 15, 2023
Nalgebra rotation3 don't behave as I expected help	14	1468	February 26, 2022
Rodrigues' rotation formula: question about variable K help	7	803	June 4, 2022
Points rotation to match a normal?	2	70	December 3, 2024
Bevy Player Following Text help	3	152	May 18, 2025

- [Home](#)
- [Categories](#)
- [Guidelines](#)
- [Terms of Service](#)