Initial situation

PhysicsCircle
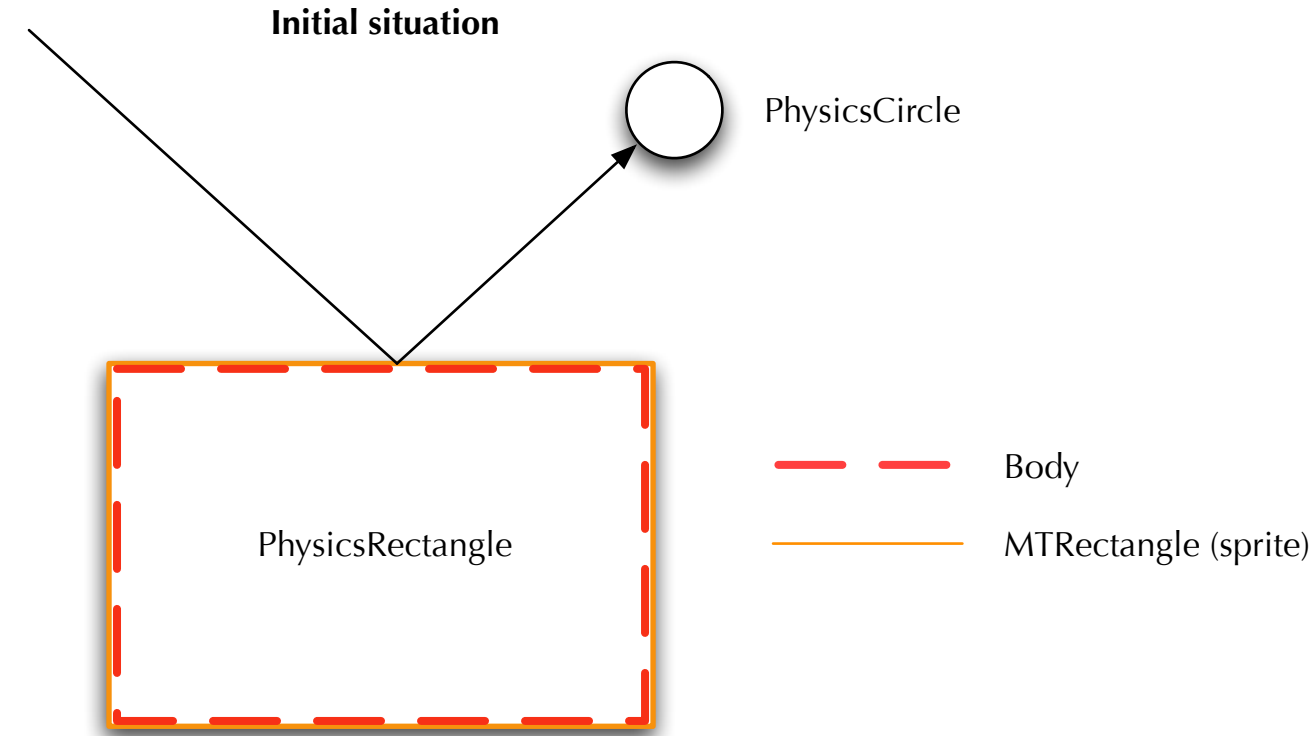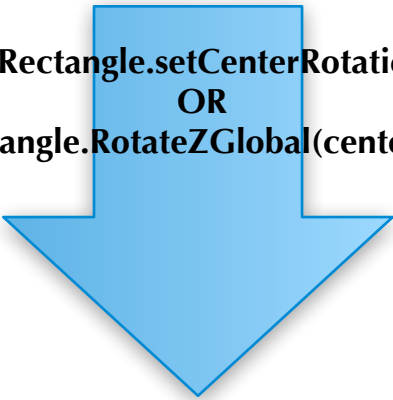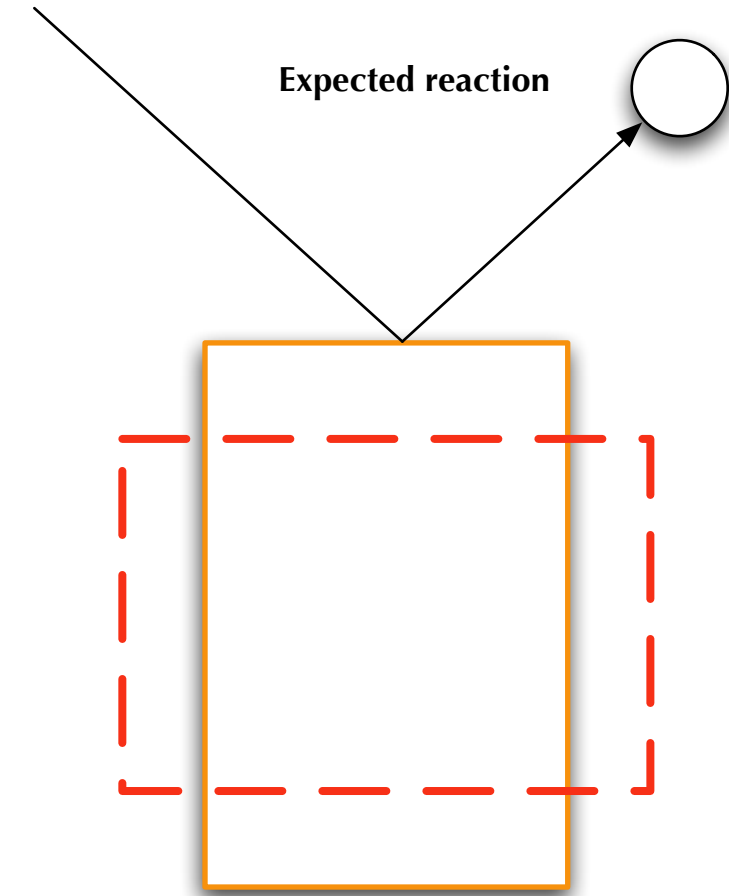
PhysicsRectangle

— — — Body

———— MTRectangle (sprite)

PhysicsRectangle.setCenterRotation(PI/2)
OR
PhysicsRectangle.RotateZGlobal(centerGlobal,90)

Expected reaction

Actual reaction