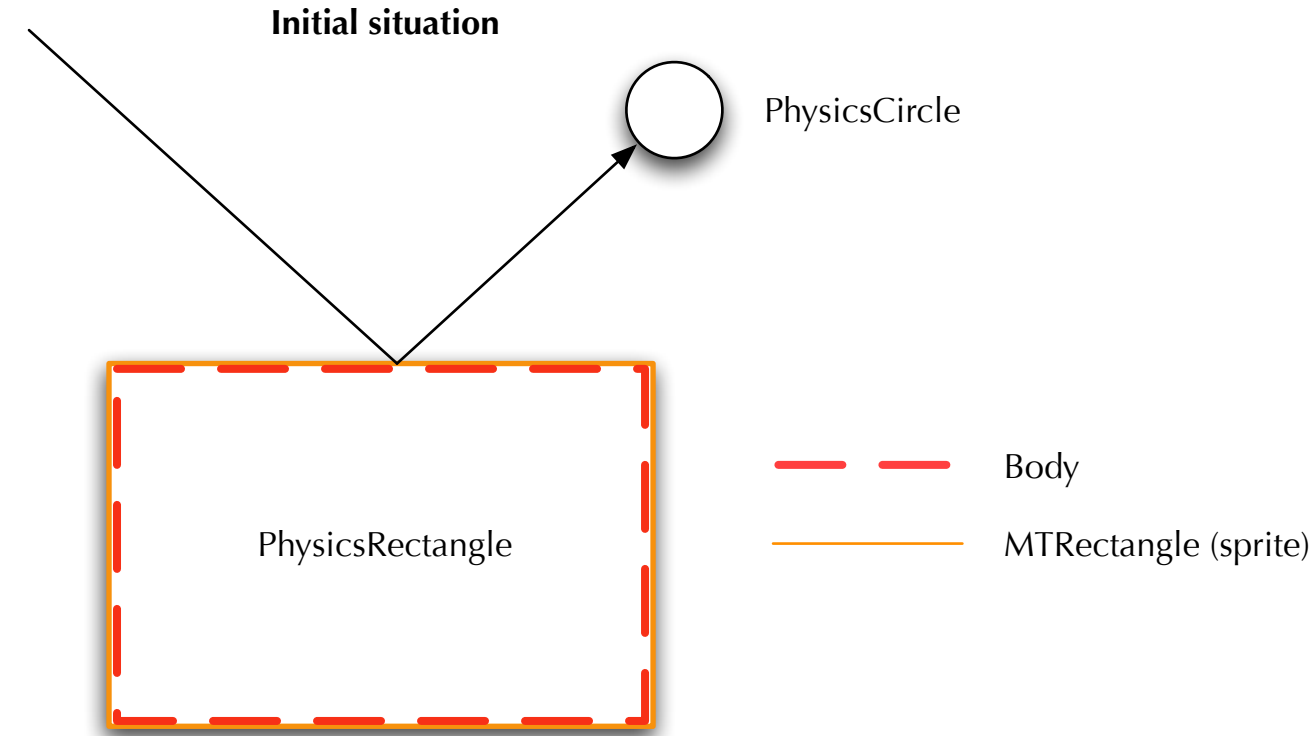
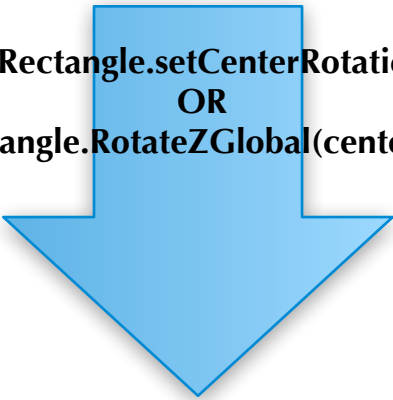


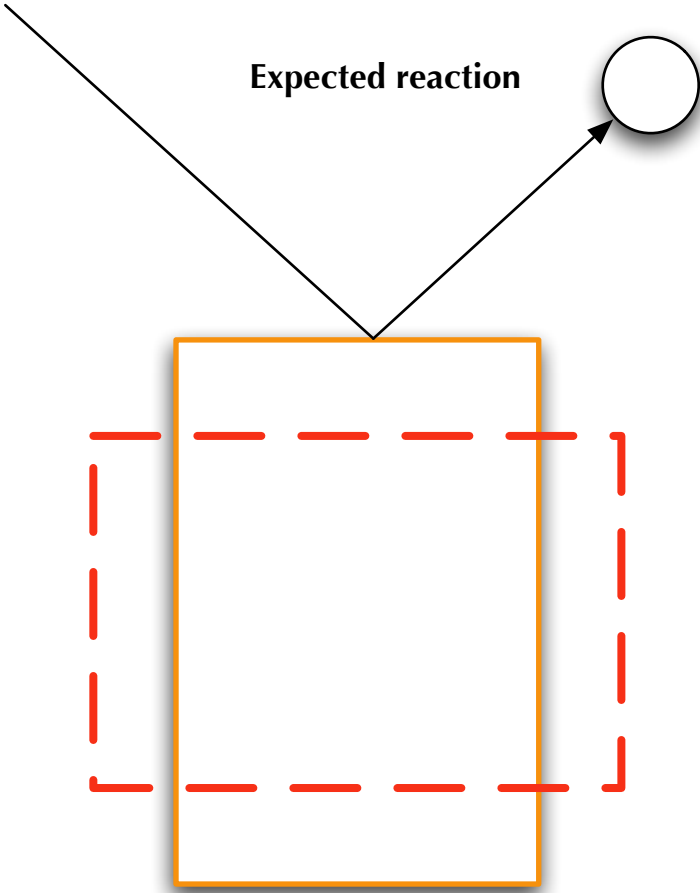
Initial situation



PhysicsRectangle.setCenterRotation($\pi/2$)
OR
PhysicsRectangle.RotateZGlobal(centerGlobal,90)



Expected reaction



Actual reaction

