Rigidbody2D - Scripting

Use AddForce [script ref] for “pushing” a dynamic Rigidbody2D

Use MovePosition instead of using transform.position

Frequently used properties and functions of Rigidbody2D:

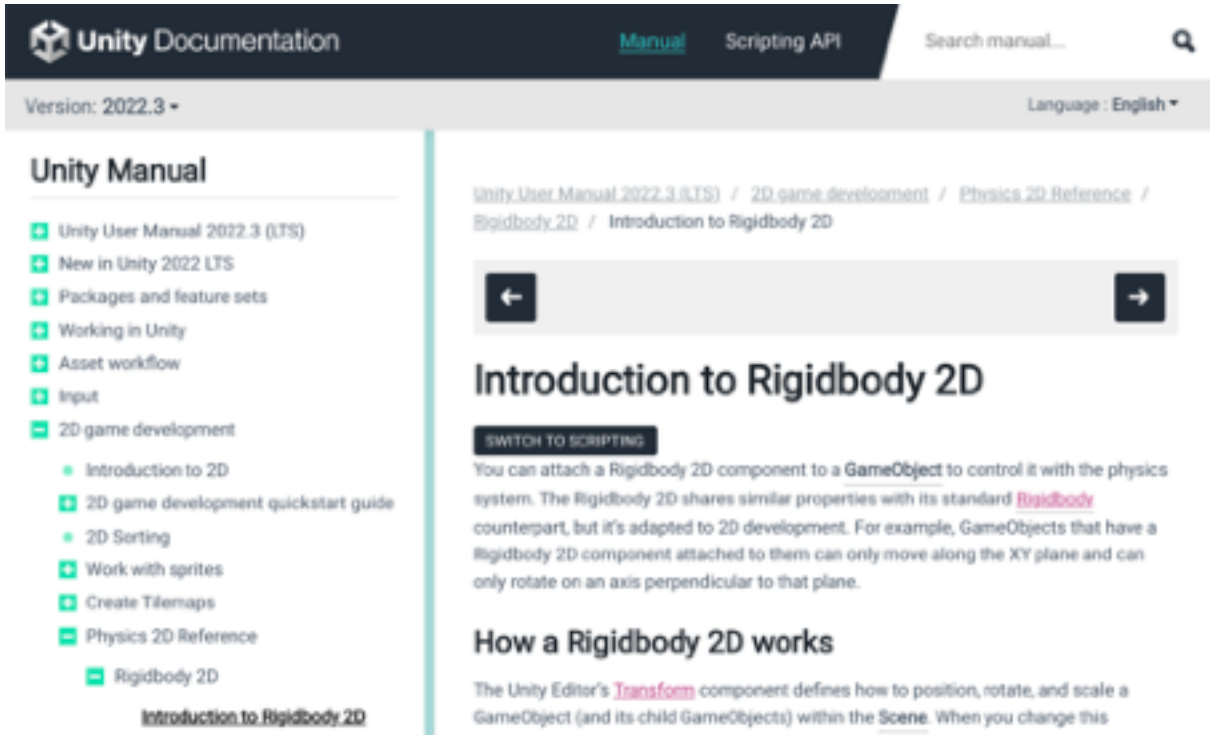
```
rb = GetComponent<Rigidbody2D>();

rb.velocity = Vector2.right; // set the velocity directly, ignore mass
rb.AddForce(Vector2.right); // push the object, include mass
rb.isKinematic = true; // "freeze" the object
rb.MovePosition(new Vector2(0, 0)); // set the world position directly
```

Unity Documentation

1. Unity Manual

"Tutorials" on how Unity's systems work



2. Unity Script Reference

Overview of Scripting API