

# Rigidbody2D - Component

Note: Requires a Collider2D to work!

Body Types:

Dynamic / Kinematic / Static

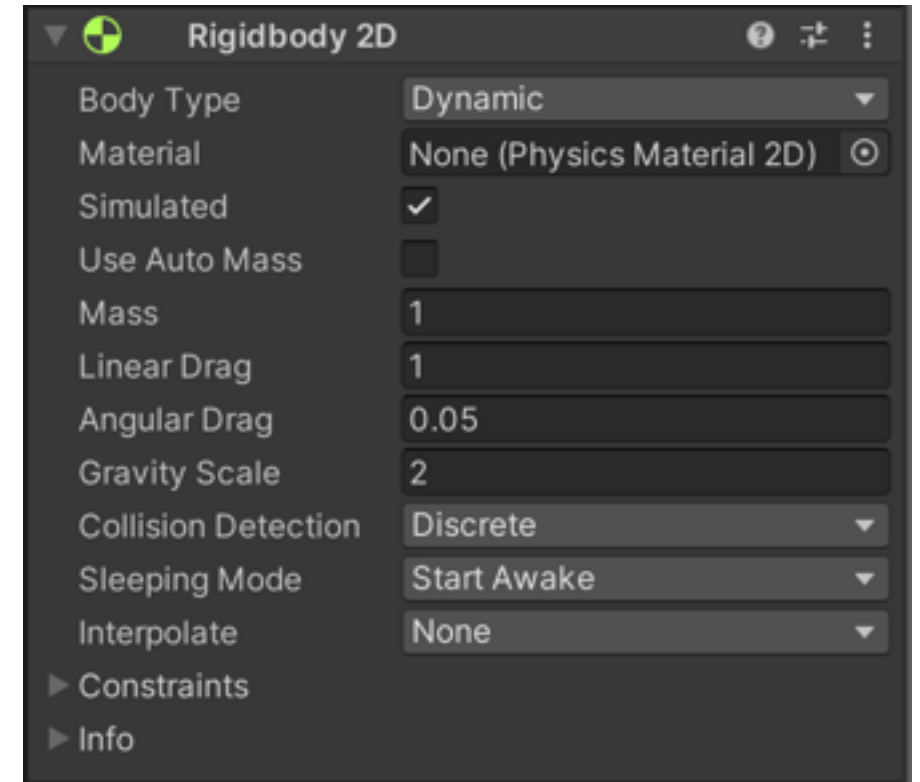
Constraints:

Freeze Position X/Y, Freeze Rotation Z

Material:

PhysicsMaterial2D, friction and bounciness

Mass, Gravity Scale and Linear Drag ('air-friction') settings for "weight"



# 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
```

