

Unity Documentation

1. Unity Manual

“Tutorials” on how Unity’s systems work

The screenshot shows the Unity Documentation website for the Manual section. The top navigation bar includes the Unity logo, 'Manual', 'Scripting API', and a search bar. The version is set to '2022.3' and the language is 'English'. The left sidebar lists the 'Unity Manual' with a tree view showing categories like 'Unity User Manual 2022.3 (LTS)', 'New in Unity 2022 LTS', 'Packages and feature sets', 'Working in Unity', 'Asset workflow', 'Input', and '2D game development'. Under '2D game development', 'Rigidbody 2D' is selected, leading to the 'Introduction to Rigidbody 2D' page. The main content area shows the breadcrumb 'Unity User Manual 2022.3 (LTS) / 2D game development / Physics 2D Reference / Rigidbody 2D / Introduction to Rigidbody 2D'. The page title is 'Introduction to Rigidbody 2D'. A 'SWITCH TO SCRIPTING' button is visible. The text explains that a Rigidbody 2D component is attached to a GameObject to control it with the physics system, sharing properties with its 3D counterpart but adapted for 2D development. It notes that objects can only move along the XY plane and rotate on a perpendicular axis.

2. Unity Script Reference

Overview of Scripting API

The screenshot shows the Unity Documentation website for the Scripting API section. The top navigation bar includes the Unity logo, 'Manual', 'Scripting API', and a search bar. The version is set to '2022.3' and the language is 'English'. The left sidebar lists the 'Scripting API' with a tree view showing categories like 'Resource request', 'Resources', 'Resources API', 'Rigidbody', 'RuntimeAnimatorController', 'ScalableBufferManager', 'Screen', 'ScreenCapture', 'ScriptableObject', 'SecondarySpriteTexture', 'Security', 'Shader', 'ShaderVariantCollection', 'SkeletonBone', 'SkinnedMeshRenderer', 'Skybox', 'SleepTimeout', 'SliderJoint2D', 'Snapping', and 'Social'. Under 'Rigidbody', 'Rigidbody2D' is selected. The main content area shows the breadcrumb 'Scripting API / Rigidbody2D'. The page title is 'Rigidbody2D'. The text indicates it is a class in 'UnityEngine' that inherits from 'Component' and is implemented in 'UnityEngine.Physics2DModule'. A 'SWITCH TO MANUAL' button is visible. The 'Description' section states that the Rigidbody2D class provides the same functionality in 2D as the 3D class, adding it to a sprite puts it under the control of the physics engine. It also mentions that the sprite will respond to collisions and that the behavior comes from Unity's physics system. The 'Properties' section lists 'angularDrag' as the 'Coefficient of angular drag'.



Unity Learn

Unity Learn:

- Unity's official tutorials
- All "difficulty" levels
- (New) systems explained
- Up-to-date

Ruby's Adventure: 2D Beginner

Recommended tutorial for 2D game dev [\[link\]](#) ->

