

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

The screenshot shows the Unity Documentation website for the Manual section. The top navigation bar includes 'Manual' and 'Scripting API' tabs, a search bar, and a version selector set to '2022.3'. The left sidebar lists the 'Unity Manual' contents, with '2D game development' expanded to show 'Physics 2D Reference' and 'Rigidbody 2D'. 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 title 'Introduction to Rigidbody 2D' is prominent, with a 'SWITCH TO SCRIPTING' button. The text explains that a Rigidbody 2D component is attached to a GameObject to control it with the physics system, noting its similarities to the standard Rigidbody but its adaptation for 2D development. A 'How a Rigidbody 2D works' section begins, mentioning the Transform component.

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 'Manual' and 'Scripting API' tabs, a search bar, and a version selector set to '2022.3'. The left sidebar lists the 'Scripting API' contents, with 'Rigidbody' expanded to show 'Rigidbody2D'. 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 title 'Rigidbody2D' is prominent, with a 'SWITCH TO MANUAL' button. The text explains that the Rigidbody2D class essentially provides the same functionality in 2D that the Rigidbody class provides in 3D. A 'Description' section follows, detailing how the class is used in the physics engine. A 'Properties' section lists the 'angularDrag' property, which is the 'Coefficient of angular drag'.

