

BeerEngine::Component
::RigidBody2D::physicUpdate



```
graph LR; A[BeerEngine::Component::RigidBody2D::physicUpdate] --> B[BeerEngine::Transform::translate];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BeerEngine::Component' on the first line and '::RigidBody2D::physicUpdate' on the second line. The right box is white and contains the text 'BeerEngine::Transform' on the first line and '::translate' on the second line. A dark blue arrow points from the right side of the left box to the left side of the right box.

BeerEngine::Transform
::translate