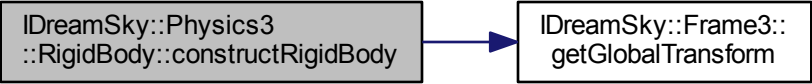


IDreamSky::Physics3
::RigidBody::constructRigidBody



```
graph LR; A["IDreamSky::Physics3  
::RigidBody::constructRigidBody"] --> B["IDreamSky::Frame3::  
getGlobalTransform"]
```

IDreamSky::Frame3::
getGlobalTransform