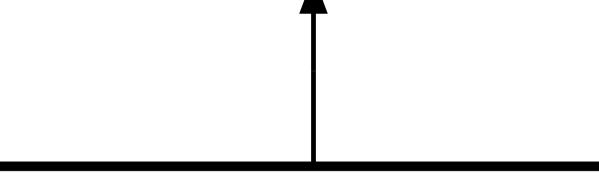
## RigidBodies



Bullet