

```
00001: package hevs.fragil.patapon.physics;
00002:
00003: import com.badlogic.gdx.math.Vector2;
00004: import com.badlogic.gdx.physics.box2d.Body;
00005:
00006: public class StickyInfo{
00007:     public Body bodyA;
00008:     public Body bodyB;
00009:     public Vector2 anchor;
00010:     public StickyInfo(Body bodyA, Body bodyB, Vector2 anchor){
00011:         this.bodyA = bodyA;
00012:         this.bodyB = bodyB;
00013:         this.anchor = anchor;
00014:     }
00015: }
```