


computeBodyVelocity



```
graph LR; A[computeBodyVelocity] --> B[BlockInfo::pos];
```

A diagram showing a function call. On the left, a gray rectangular box contains the text 'computeBodyVelocity'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'BlockInfo::pos'.

BlockInfo::pos