2D Joints

Groups the API documentation of classes, structs and their members, related to the usage of 2D Joints. More...

Classes

struct	Quantum.Physics2D.DistanceJoint A Joint that connects a Physics Body to an anchor and attempts to keep them a certain distance apart. The connected anchor can be a world-space position or another entity with at least a transform component. More...
struct	Quantum.Physics2D.HingeJoint A Joint that attaches a Physics Body to an anchor around which it can rotate. The connected anchor can be a world-space position or another entity with at least a transform component. The rotation can happen freely or, optionally, with limiting angles and/or a motor torque. More...
struct	Quantum.Physics2D.Joint Defines a connection between a 2D Physics Body and an anchor, according to velocity and/or position constraints. The connected anchor can be a world-space position or another entity with at least a transform component. More...
struct	Quantum.PhysicsJoints2D.JointsIterator An auxiliary struct to iterate over the joints on a PhysicsJoints2D component. Use PhysicsJoints2D.GetIterator to acquire an iterator for the component's joint buffer. More...
struct	Quantum.PhysicsJoints2D A component holding one or more Physics2D.Joint, defining connections between a 2D Physics Body and anchors according to velocity and/or position constraints. More...
struct	Quantum.Physics2D.SpringJoint A Joint that attaches a Physics Body to an anchor as if connected by a spring, trying to keep them a certain distance apart. The connected anchor can be a world-space position or another entity with at least a transform component. More...

Enumerations

enum	Quantum.Physics2D.JointType : ushort Defines the type of a 2D Joint. More...

Detailed Description

Groups the API documentation of classes, structs and their members, related to the usage of 2D Joints.

PhysicsJoints2D is the base component that can be added to an Entity. It can reference multiple Physics2D.Joint that use the entity as anchor.

A Physics2D.Joint has a Physics2D.JointType, respective type-specific settings and generic members that apply to all types. To create a joint of a given type, use that type's factory method, e.g.: Physics2D.DistanceJoint.CreateJoint.

Enumeration Type Documentation

◆ JointType

enum Quantum.Physics2D.JointType : ushort strong

Defines the type of a 2D Joint.

Enumerator	
None	Defines a Joint of no specific type, which are not solved by the Physics Engine.
DistanceJoint	Defines the type of a DistanceJoint.
SpringJoint	Defines the type of a SpringJoint.
HingeJoint	Defines the type of a HingeJoint.