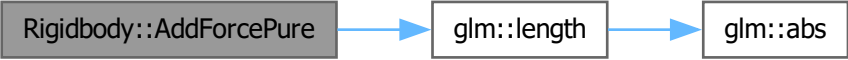


Rigidbody::AddForcePure



```
graph LR; A[Rigidbody::AddForcePure] --> B[glm::length]; B --> C[glm::abs];
```

glm::length

glm::abs