

Getting Started with Spring Joints

Connect two physics bodies with a spring joint.

Overview

The following code shows how you can create a spring joint between sprite nodes. The physics body of `staticNode` has its `isDynamic` property set to `false`, preventing it from being affected by gravity. It is animated with an `SKAction` to move it upward.

`dynamicNode` is joined to `staticNode` with an `SKPhysicsJointSpring` named `spring`, with a frequency of `0.5` and a damping of `0.2`.

The result is that as `staticNode` moves vertically, `dynamicNode` follows the upward path with a slight delay and bounce.

