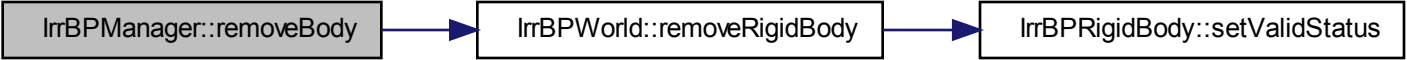


ClrrBPManager::removeBody



```
graph LR; A[ClrrBPManager::removeBody] --> B[ClrrBPWorld::removeRigidBody]; B --> C[ClrrBPRigidBody::setValidStatus];
```

ClrrBPWorld::removeRigidBody

ClrrBPRigidBody::setValidStatus