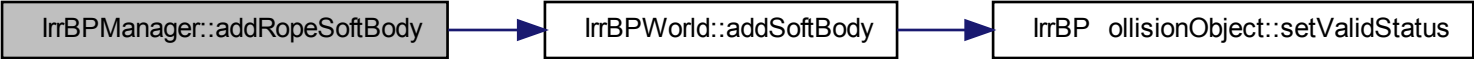


ClrrBPManager::addRopeSoftBody



```
graph LR; A[ClrrBPManager::addRopeSoftBody] --> B[ClrrBPWorld::addSoftBody]; B --> C[ClrrBPCollisionObject::setValidStatus];
```

ClrrBPWorld::addSoftBody

ClrrBPCollisionObject::setValidStatus