

ClrrBPWorld::addSoftBody



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'ClrrBPWorld::addSoftBody'. The right box is white and contains the text 'ClrrBPCollisionObject::setValidStatus'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

ClrrBPCollisionObject::setValidStatus