

# Shapes

## General Parameters:

- **Name:** Name of the shape.
- **Position:** Position of the shape in the world.
- **Rotation:** 3D Vector storing the shape rotation.
- **Scale:** 3D Vector storing the scale of the shape.

## Shape Specific:

- **Create body:** will create a body out of the shape. Also works when multiple shapes are selected, thus creating a multishape body.
- **Detach from body:** the shape will be removed from the body it is part of.

## Best Practices:

- Keep the Scale in all axis larger than 0.015 to make the collisions stable

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