

Clear Endpoint Position

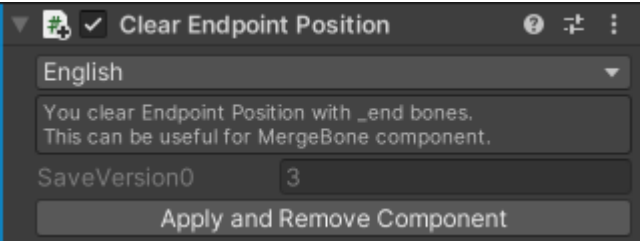
`_EndPhysBone` `EndpointPosition` `0`

`EndpointPosit` `_EndPhysBone`

`EndpointPosition`
This component will replace `EndpointPosition` to 0 with adding `_EndPhysBone` `GameObject`.

`PhysBone`

`Apply and Remove component`



Revision #2
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