

Fixed Constraint

Reference

Panel:

Physics ▸ Rigid Body Constraint

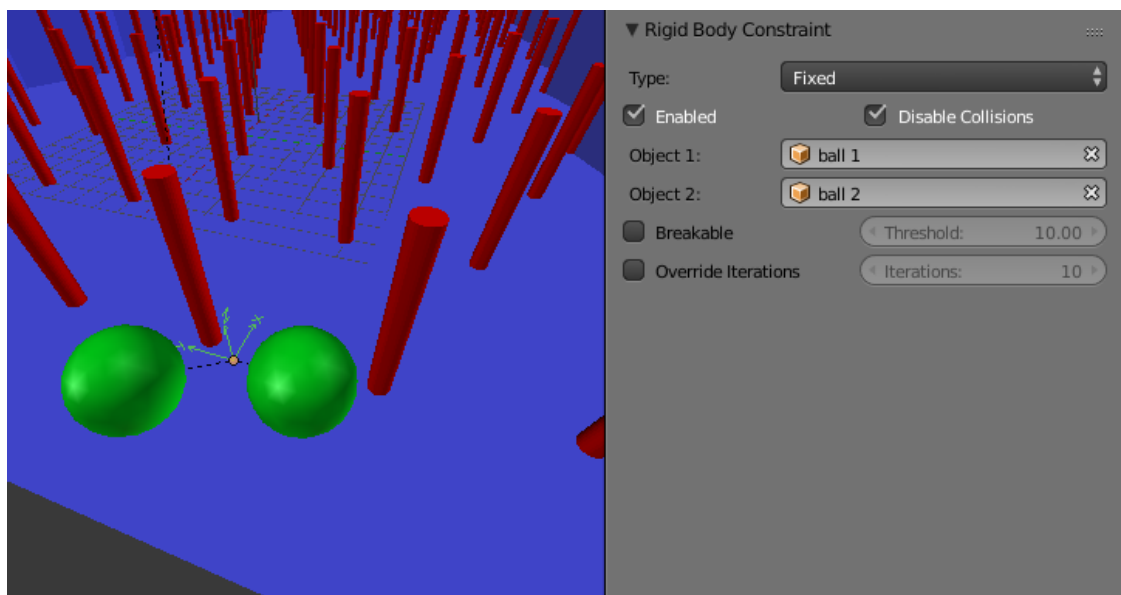
Type:

Fixed

This constraint cause the two objects to move as one. Since the physics system does have a tiny bit of slop in it, the objects do not move as rigidly as the would if they were part of the same mesh.

TODO

Update image



Fixed constraint options.

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