

# Magnetic

Reference

**Panel:**  
Physics ▸ Force Fields

**Type:**  
Magnetic

This field depends on the speed of the particles. It simulates the force of magnetism on magnetized objects.

TODO

Update image



The screenshot shows a 'Force Fields' panel with the following settings:

- Type: Magnetic
- Shape: Point
- Strength: 1.000
- Noise: 0.000
- Flow: 0.000
- Seed: 1
- Effect point: ☒ Location, ☒ Rotation
- Collision: ☐ Absorption
- Falloff: Sphere (selected), Tube, Cone
- Both Z: ☒ (selected), ☐ (deselected)
- Power: 0.000
- Minimum: 0.000
- Maximum: 0.000

UI for a Magnetic force field.

## Example

