Point Constraint

| Reference |
| --- |
| **Panel:** |
| Physics ‣ Rigid Body Constraint |
| **Type:** |
| Point |

The objects are linked by a point bearing allowing any kind of rotation around the location of the constraint object, but no relative translation is permitted. The physics engine will do its best to make sure that the two points designated by the constraint object on the two constrained objects are coincident.
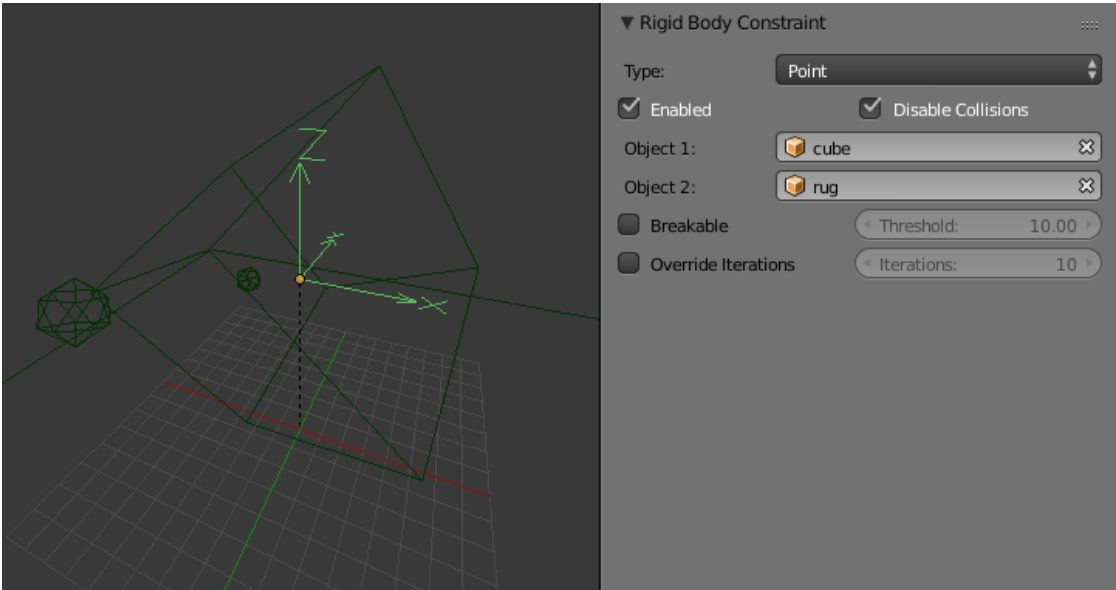
> **TODO**
>
> Update image
>
>
>
> *Point* constraint options.

Made with Furo
Last updated on 2025-05-10