

[Skip to content](#)

ClothCollisionSettings(bpy_struct)

base class — `bpy_struct`

class bpy.types.ClothCollisionSettings(bpy_struct)

Cloth simulation settings for self collision and collision with other objects

collection

Limit colliders to this Collection

TYPE:

`Collection`

collision_quality

How many collision iterations should be done (higher is better quality but slower)

TYPE:

int in [1, 32767], default 2

damping

Amount of velocity lost on collision

TYPE:

float in [0, 1], default 1.0

distance_min

Minimum distance between collision objects before collision response takes effect

TYPE:

float in [0.001, 1], default 0.015

friction

Friction force if a collision happened (higher = less movement)

TYPE:

float in [0, 80], default 5.0

impulse_clamp

Clamp collision impulses to avoid instability (0.0 to disable clamping)

TYPE:

float in [0, 100], default 0.0

self_distance_min

Minimum distance between cloth faces before collision response takes effect

TYPE:

float in [0.001, 0.1], default 0.015

self_friction

Friction with self contact

TYPE:

float in [0, 80], default 5.0

self_impulse_clamp

Clamp collision impulses to avoid instability (0.0 to disable clamping)

TYPE:

float in [0, 100], default 0.0

use_collision

Enable collisions with other objects

TYPE:

boolean, default True

use_self_collision

Enable self collisions

TYPE:

boolean, default False

vertex_group_object_collisions

Triangles with all vertices in this group are not used during object collisions

TYPE:

string, default "", (never None)

vertex_group_self_collisions

Triangles with all vertices in this group are not used during self collisions

TYPE:

string, default "", (never None)

classmethod bl_ma_get_subclass(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

`bpy.types.Struct` subclass

classmethod bl_ma_get_subclass_py(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.items`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.id_properties_clear`
- `bpy_struct.id_properties_ensure`
- `bpy_struct.id_properties_ui`
- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

References

- `ClothModifier.collision_settings`

[Previous](#)
[ClampToConstraint\(Constraint\)](#)
[Report issue on this page](#)

Copyright © Blender Authors
Made with [Furo](#)

[Next](#)
[ClothModifier\(Modifier\)](#)