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Motor Constraint

Reference

Panel:
Physics ▸ Rigid Body Constraint

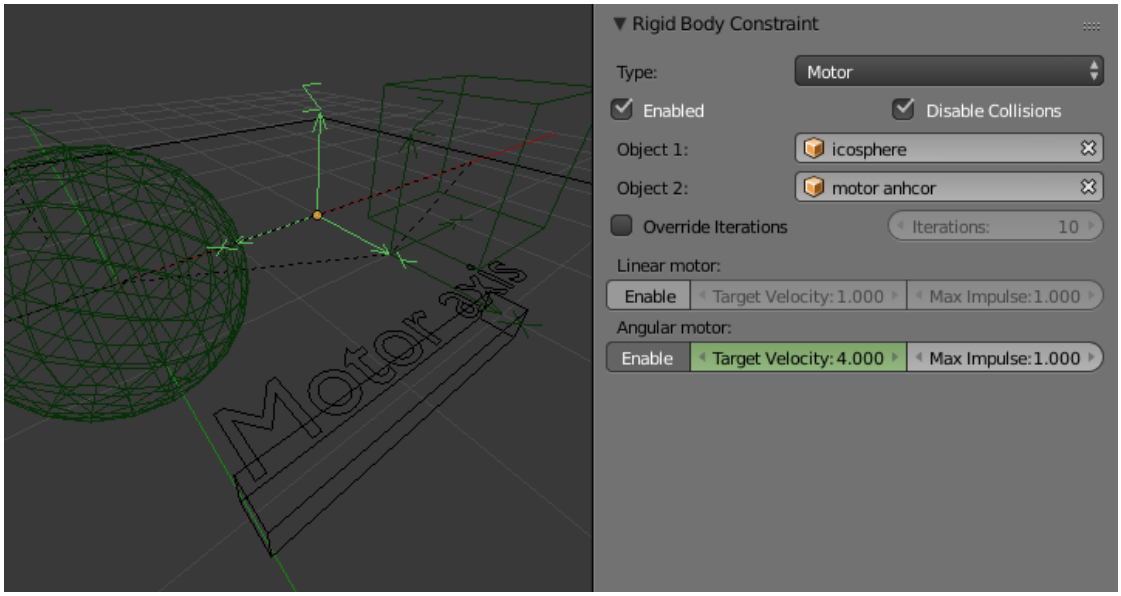
Type:
Motor

The motor constraint causes translation and/or rotation between two entities. It can drive two objects apart or together. It can drive simple rotation, or rotation and translation (although it will not be constrained like a screw since the translation can be blocked by other physics without preventing rotation)

The rotation axis is the X axis of the object hosting the constraint. This is in contrast with the Hinge which uses the Z axis. Since the Motor is vulnerable t confusing perturbations without a matching Hinge constraint, special care must be taken to align the axes. Without proper alignment, the motor will appea to have no effect (because the hinge is preventing the motion of the motor).

TODO

Update image



Motor constraint options.

Options

Linear Motor/Angular Motor

Enable
Enable linear or angular motor respectively.

Target Velocity
Target linear or angular motor velocity respectively.

Max Impulse
Maximum linear or angular motor impulse respectively.

Previous
Generic Spring Constraint

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