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CollisionSettings(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.CollisionSettings(bpy_struct)

Collision settings for object in physics simulation

absorption

How much of effector force gets lost during collision with this object (in percent)

TYPE:

float in [0, 1], default 0.0

cloth_friction

Friction for cloth collisions

TYPE:

float in [0, 80], default 0.0

damping

Amount of damping during collision

TYPE:

float in [0, 1], default 0.0

damping_factor

Amount of damping during particle collision

TYPE:

float in [0, 1], default 0.0

damping_random

Random variation of damping

TYPE:

float in [0, 1], default 0.0

friction_factor

Amount of friction during particle collision

TYPE:

float in [0, 1], default 0.0

friction_random

Random variation of friction

TYPE:

float in [0, 1], default 0.0

permeability

Chance that the particle will pass through the mesh

TYPE:

float in [0, 1], default 0.0

stickiness

Amount of stickiness to surface collision

TYPE:

float in [0, 10], default 0.0

thickness_inner

Inner face thickness (only used by softbodies)

TYPE:

float in [0.001, 1], default 0.0

thickness_outer

Outer face thickness

TYPE:

float in [0.001, 1], default 0.0

use

Enable this object as a collider for physics systems

TYPE:

boolean, default False

use_culling

Cloth collision acts with respect to the collider normals (improves penetration recovery)

TYPE:

boolean, default False

use_normal

Cloth collision impulses act in the direction of the collider normals (more reliable in some cases)

TYPE:

boolean, default False

use_particle_kill

Kill collided particles

TYPE:

boolean, default False

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:

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

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

- `CollisionModifier.settings` • `Object.collision`