

## Reference

### Panel:

Physics ▸ Soft Body ▸ Solver

The settings in the *Soft Body Solver* panel determine the accuracy of the simulation.

### Step Size

**Min**  
Minimum simulation steps per frame. Increase this value, if the soft body misses fast-moving collision objects.

### Max

Maximum simulation steps per frame. Normally the number of simulation steps is set dynamically (with the *Error Limit*) but you have probably a good reason to change it.

### Auto-Step

Use velocities for automatic step sizes. Helps the Solver figure out how much work it needs to do based on how fast things are moving.

### Error Limit

Rules the overall quality of the solution delivered. The most critical setting that defines how precise the solver should check for collisions. Start with a value that is half the average edge length. If there are visible errors, jitter, or over-exaggerated responses, decrease the value. The solver keeps track of how “bad” it is doing and the *Error Limit* causes the solver to do some “adaptive step sizing”.

## Diagnostics

### Print Performance to Console

Prints on the console how the solver is doing.

### Estimate Transforms

Estimate matrix, split to COM, ROT, SCALE.

## Helpers

These settings control how the soft body will react (deform) once it either gets close to or actually intersects (cuts into) another collision object on the same layer.

### Choke

Calms down (reduces the exit velocity of) a vertex or edge once it penetrates a collision mesh.

### Fuzzy

Fuzziness while on collision, high values make collision handling faster but less stable. Simulation is faster, but less accurate.