Skip to content **Cache**

Reference

Panel:

Physics • Soft Body • Cache

Soft Body physics simulations use a unified system for caching and baking. See Particle Cache and General Baking documentation for reference.

Previous Simulation

Copyright © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with Furo

Last updated on 2025-05-10

View Source View Translation Report issue on this page No

G