# Permission Overrides

Text

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**Allow Gods:** God mode is available to selected people if enabled.   These levels can be set for individual users in the Web control panel.

·         Level = 0 is a normal user

·         Level = 50 (or a level you set) is used to indicate a privileged user (e.g. who can set up new Hypergrid linked regions)

·         Level = 100 is a Wifi admin account user

·         Level >= 200 can become a God

**Estate Owner is God:** If enabled, the region owner may go into God mode.

**Estate Manager is God:** If enabled, any region estate manager may go into God mode.

## Physics Engine

The Physics selection box lets you set basic physics, where the only collidable object is a box shape. It supports the original Open Dynamic Engine physics. The **ubODE** engine, by Ubit Umarov, is an advanced version of ODE that is closer to Second Life compatibility with vehicles.  Bullet is an award-winning physics engine.

Graphical user interface, text, application

Description automatically generated

1. ODE is a very old physics engine with many limitations. It does support Ninja Physics.
2. UBODE is closer to Second Life in vehicle performance.
3. Both BulletSim and UBODE support varregions.
4. BulletSim provides the best performance and most functionality.
5. Bullet in a separate thread prevents physics crashes from crashing the region. It is the default physics engine.
6. ODE Ninja physics are documented in another manual.

## Links:

<http://www.ode.org/>

<https://en.wikipedia.org/wiki/Bullet_(software)>