# Physics Overrides

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