# Physics Overrides

Graphical user interface, text, application

Description automatically generated

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