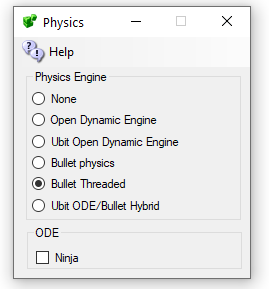
Physics Engine

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.



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)>