

Physics Volume Actor

Describes the properties of Physics Volumes in Unreal Engine.

There are some properties that are designated for this volume which can be adjusted from the **Details** panel.

Property	Description
Terminal Velocity	Determines the Terminal Velocity of Pawns using CharacterMovement when falling.
Priority	Determines which PhysicsVolume takes precedence if they overlap.
Fluid Friction	Determines the amount of friction applied by the volume as Pawns using CharacterMovement move through it. The higher this value, the harder it will feel to move through the volume.
Water Volume	Determines if the volume contains a fluid, like water.
Physics on Contact	Determines if the Actor is affected by the volume by touching it (by Default, an Actor must be inside the volume for it to affect them).