Instance Property

impulse

The total impulse in this collision pair obtained by adding up all the individual impulses applied at each contact point.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 26.0+ | visionOS

```
let impulse: Float
```

See Also

Characterizing the collision

```
let position: SIMD3<Float>
```
A position representing the estimated point of contact.