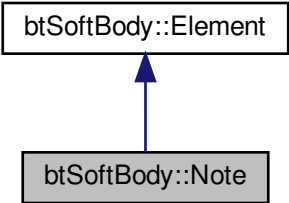


btSoftBody::Element



```
graph BT; A[btSoftBody::Material] --> B[btSoftBody::Element];
```

btSoftBody::Material