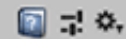




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## Physics 2D



Gravity  
X  Y

Default Material

Velocity Iterations

Position Iterations

Velocity Threshold

Max Linear Correction

Max Angular Correction

Max Translation Speed

Max Rotation Speed

Baumgarte Scale

Baumgarte Time Of Impact Scale

Time To Sleep

Linear Sleep Tolerance

Angular Sleep Tolerance

Default Contact Offset

Auto Simulation

Queries Hit Triggers

Queries Start In Colliders

Callbacks On Disable

Auto Sync Transforms

▶ Job Options (Experimental)

▶ Gizmos

▼ Layer Collision Matrix

	Default	TransparentFX	Ignore Raycast	Water	UI	PostProcessing
Default	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
TransparentFX	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Ignore Raycast	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Water	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
UI	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
PostProcessing	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

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