

Physics Programs: Why is it that when I try to do a rollover in EDVSM, the body of the vehicle falls right through the environment geometry as if it wasn't there?

This problem is a common occurrence when running your first rollover event. To enable vehicle body to environment interaction, EDVSM requires that you activate the feature "Vehicle Body vs. Environment Contact". This feature can be activated by going to Options, Calculation Options, and then checking the box next to Vehicle Body vs. Environment Contact.

Unique solution ID: #1005

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