

Boid Operators

bpy.ops.boid.**rule_add**(*, type='GOAL')

Add a boid rule to the current boid state

PARAMETERS:

type (enum in [Boidrule Type Items](#), (optional)) – Type

bpy.ops.boid.**rule_del**()

Delete current boid rule

bpy.ops.boid.**rule_move_down**()

Move boid rule down in the list

bpy.ops.boid.**rule_move_up**()

Move boid rule up in the list

bpy.ops.boid.**state_add**()

Add a boid state to the particle system

bpy.ops.boid.**state_del**()

Delete current boid state

bpy.ops.boid.**state_move_down**()

Move boid state down in the list

bpy.ops.boid.**state_move_up**()

Move boid state up in the list