ParticleInstanceModifier(Modifier)

base classes — bpy_struct , Modifier

class bpy.types.**ParticleInstanceModifier(Modifier)**

Particle system instancing modifier

axis

Pole axis for rotation

TYPE:

enum in Axis Xyz Items, default 'Z'

index_layer_name

Custom data layer name for the index

TYPE:

string, default "", (never None)

object

Object that has the particle system

TYPE:

Object

particle_amount

Amount of particles to use for instancing

TYPE:

float in [0, 1], default 1.0

particle_offset

Relative offset of particles to use for instancing, to avoid overlap of multiple instances

TYPE:

float in [0, 1], default 0.0

particle_system

TYPE:

ParticleSystem

particle_system_index

TYPE:

int in [1, 32767], default 1

position

Position along path

TYPE:

float in [0, 1], default 1.0

random_position

Randomize position along path

TYPE:

float in [0, 1], default 0.0

float in [0, 1], default 0.0

random_rotation

Randomize rotation around path

TYPE:

float in [0, 1], default 0.0

rotation

Rotation around path

TYPE:

float in [0, 1], default 0.0

show_alive

Show instances when particles are alive

TYPE:

boolean, default True

show_dead

Show instances when particles are dead

TYPE:

boolean, default True

show_unborn

Show instances when particles are unborn

TYPE:

boolean, default True

space

Space to use for copying mesh data

- `LOCAL` Local – Use offset from the particle object in the instance object.
- `WORLD` World – Use world space offset in the instance object.

TYPE:

enum in ['LOCAL', 'WORLD'], default 'WORLD'

use_children

Create instances from child particles

TYPE:

boolean, default False

use_normal

Create instances from normal particles

TYPE:

boolean, default True

use_path

Create instances along particle paths

TYPE:

boolean, default False

use_preserve_shape

Don't stretch the object

TYPE:

boolean, default False

use_size

Use particle size to scale the instances

TYPE:

boolean, default False

value_layer_name

Custom data layer name for the randomized value

TYPE:

string, default "", (never None)

classmethod bl_rna_get_subclass(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

`bpy.types.Struct` subclass

classmethod bl_rna_get_subclass_py(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.type`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.show_in_editmode`
- `Modifier.show_on_cage`
- `Modifier.show_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`
- `Modifier.is_override_data`
- `Modifier.use_apply_on_spline`
- `Modifier.execution_time`
- `Modifier.persistent_uid`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`

- bpy_struct.id_properties_clear
- bpy_struct.id_properties_ensure
- bpy_struct.id_properties_ui
- bpy_struct.is_property_hidden
- bpy_struct.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.items
- bpy_struct.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- Modifier.bl_rna_get_subclass
- Modifier.bl_rna_get_subclass_py