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# EffectorWeights(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.EffectorWeights(bpy\_struct)

Effector weights for physics simulation

## all

All effector's weight

### TYPE:

float in [-200, 200], default 0.0

## apply\_to\_hair\_growing

Use force fields when growing hair

### TYPE:

boolean, default False

## boid

Boid effector weight

### TYPE:

float in [-200, 200], default 0.0

## charge

Charge effector weight

### TYPE:

float in [-200, 200], default 0.0

## collection

Limit effectors to this collection

### TYPE:

[Collection](#)

## curve\_guide

Curve guide effector weight

### TYPE:

float in [-200, 200], default 0.0

## drag

Drag effector weight

### TYPE:

float in [-200, 200], default 0.0

## force

Force effector weight

### TYPE:

float in [-200, 200], default 0.0

## gravity

Global gravity weight

**TYPE:**

float in [-200, 200], default 0.0

**harmonic**

Harmonic effector weight

**TYPE:**

float in [-200, 200], default 0.0

**lennardjones**

Lennard-Jones effector weight

**TYPE:**

float in [-200, 200], default 0.0

**magnetic**

Magnetic effector weight

**TYPE:**

float in [-200, 200], default 0.0

**smokeflow**

Fluid Flow effector weight

**TYPE:**

float in [-200, 200], default 0.0

**texture**

Texture effector weight

**TYPE:**

float in [-200, 200], default 0.0

**turbulence**

Turbulence effector weight

**TYPE:**

float in [-200, 200], default 0.0

**vortex**

Vortex effector weight

**TYPE:**

float in [-200, 200], default 0.0

**wind**

Wind effector weight

**TYPE:**

float in [-200, 200], default 0.0

**classmethod** `bl_rna_get_subclass(id, default=None)`

**PARAMETERS:**

**id** (*str*) – The RNA type identifier.

**RETURNS:**

The RNA type object, or `None` if not found.

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`

## Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `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.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

## References

- `ClothSettings.effector_weights`
- `DynamicPaintSurface.effector_weights`
- `FluidDomainSettings.effector_weights`
- `ParticleSettings.effector_weights`
- `RigidBodyWorld.effector_weights`
- `SoftBodySettings.effector_weights`