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ParticleSettingsTextureSlots(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ParticleSettingsTextureSlots(bpy_struct)`

Collection of texture slots

classmethod `add()`

add

RETURNS:

The newly initialized `mtex`

RETURN TYPE:

`ParticleSettingsTextureSlot`

classmethod `create(index)`

create

PARAMETERS:

index (*int in $[0, \infty]$*) – Index, Slot index to initialize

RETURNS:

The newly initialized `mtex`

RETURN TYPE:

`ParticleSettingsTextureSlot`

classmethod `clear(index)`

clear

PARAMETERS:

index (*int in $[0, \infty]$*) – Index, Slot index to clear

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`

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

- `ParticleSettings.texture_slots`