ParticleBrush(bpy_struct)

base class — `bpy_struct`

class bpy.types.**ParticleBrush(bpy_struct)**

Particle editing brush

count

Particle count

TYPE:

int in [1, 1000], default 10

curve

TYPE:

`CurveMapping`, (readonly)

length_mode

- `GROW` Grow – Make hairs longer.
- `SHRINK` Shrink – Make hairs shorter.

TYPE:

enum in ['GROW', 'SHRINK'], default 'GROW'

puff_mode

- `ADD` Add – Make hairs more puffy.
- `SUB` Sub – Make hairs less puffy.

TYPE:

enum in ['ADD', 'SUB'], default 'ADD'

size

Radius of the brush in pixels

TYPE:

int in [1, 32767], default 50

steps

Brush steps

TYPE:

int in [1, 32767], default 10

strength

Brush strength

TYPE:

float in [0.001, 1], default 0.5

use_puff_volume

Apply puff to unselected end-points (helps maintain hair volume when puffing root)

TYPE:

boolean, default False

classmethod bl_rna_get_subclass(id, default=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`

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

- `ParticleEdit.brush`

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