

[Skip to content](#)

ParticleEdit(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ParticleEdit(bpy_struct)`

Properties of particle editing mode

brush

TYPE:

`ParticleBrush`, (readonly)

default_key_count

How many keys to make new particles with

TYPE:

int in [2, 32767], default 5

display_step

How many steps to display the path with

TYPE:

int in [1, 10], default 2

emitter_distance

Distance to keep particles away from the emitter

TYPE:

float in [-inf, inf], default 0.25

fade_frames

How many frames to fade

TYPE:

int in [1, 100], default 2

is_editable

A valid edit mode exists

TYPE:

boolean, default False, (readonly)

is_hair

Editing hair

TYPE:

boolean, default False, (readonly)

object

The edited object

TYPE:

`Object`, (readonly)

select_mode

Particle select and display mode

- `PATH` Path – Path edit mode.
- `POINT` Point – Point select mode.
- `TIP` Tip – Tip select mode.

TYPE:

enum in ['PATH', 'POINT', 'TIP'], default 'PATH'

shape_object

Outer shape to use for tools

TYPE:

Object

show_particles

Display actual particles

TYPE:

boolean, default False

tool

- `COMB` Comb – Comb hairs.
- `SMOOTH` Smooth – Smooth hairs.
- `ADD` Add – Add hairs.
- `LENGTH` Length – Make hairs longer or shorter.
- `PUFF` Puff – Make hairs stand up.
- `CUT` Cut – Cut hairs.
- `WEIGHT` Weight – Weight hair particles.

TYPE:

enum in ['COMB', 'SMOOTH', 'ADD', 'LENGTH', 'PUFF', 'CUT', 'WEIGHT'], default 'COMB'

type

TYPE:

enum in ['PARTICLES', 'SOFT_BODY', 'CLOTH'], default 'PARTICLES'

use_auto_velocity

Calculate point velocities automatically

TYPE:

boolean, default True

use_default_interpolate

Interpolate new particles from the existing ones

TYPE:

boolean, default False

use_emitter_deflect

Keep paths from intersecting the emitter

TYPE:

boolean, default True

use_fade_time

Fade paths and keys further away from current frame

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TYPE:

boolean, default False

use_preserve_length

Keep path lengths constant

TYPE:

boolean, default True

use_preserve_root

Keep root keys unmodified

TYPE:

boolean, default True

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

- [ToolSettings.particle_edit](#)

[Previous](#)
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