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# ParticleTarget(bpy\_struct)

base class — [bpy\\_struct](#)

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

Target particle system

**alliance**

**TYPE:**

enum in ['FRIEND', 'NEUTRAL', 'ENEMY'], default 'NEUTRAL'

**duration**

**TYPE:**

float in [0, 1.04857e+06], default 0.0

**is\_valid**

Keyed particles target is valid

**TYPE:**

boolean, default False

**name**

Particle target name

**TYPE:**

string, default "", (readonly, never None)

**object**

The object that has the target particle system (empty if same object)

**TYPE:**

[Object](#)

**system**

The index of particle system on the target object

**TYPE:**

int in [1, inf], default 0

**time**

**TYPE:**

float in [0, 1.04857e+06], default 0.0

**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

- `ParticleSystem.active_particle_target` • `ParticleSystem.targets`