

[Skip to content](#)

BoidRuleAvoidCollision(BoidRule)

base classes — [bpy_struct](#), [BoidRule](#)

class [bpy.types.BoidRuleAvoidCollision\(BoidRule\)](#)

look_ahead

Time to look ahead in seconds

TYPE:

float in [0, 100], default 0.0

use_avoid

Avoid collision with other boids

TYPE:

boolean, default False

use_avoid_collision

Avoid collision with deflector objects

TYPE:

boolean, default False

classmethod [bl_ma_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_ma_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](#)
- [BoidRule.name](#)
- [BoidRule.type](#)
- [BoidRule.use_in_air](#)
- [BoidRule.use_on_land](#)

Inherited Functions

- [bpy_struct.as_pointer](#)
- [bpy_struct.driver_add](#)
- [bpy_struct.keyframe_delete](#)
- [bpy_struct.keyframe_insert](#)

- `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.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`
- `BoidRule.bl_rna_get_subclass`
- `BoidRule.bl_rna_get_subclass_py`

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