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FluidEffectorSettings(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.FluidEffectorSettings(bpy_struct)

Smoke collision settings

effector_type

Change type of effector in the simulation

- `COLLISION` Collision – Create collision object.
- `GUIDE` Guide – Create guide object.

TYPE:

enum in ['COLLISION', 'GUIDE'], default 'COLLISION'

guide_mode

How to create guiding velocities

- `MAXIMUM` Maximize – Compare velocities from previous frame with new velocities from current frame and keep the maximum.
- `MINIMUM` Minimize – Compare velocities from previous frame with new velocities from current frame and keep the minimum.
- `OVERRIDE` Override – Always write new guide velocities for every frame (each frame only contains current velocities from guiding objects).
- `AVERAGED` Averaged – Take average of velocities from previous frame and new velocities from current frame.

TYPE:

enum in ['MAXIMUM', 'MINIMUM', 'OVERRIDE', 'AVERAGED'], default 'OVERRIDE'

subframes

Number of additional samples to take between frames to improve quality of fast moving effector objects

TYPE:

int in [0, 200], default 0

surface_distance

Additional distance around mesh surface to consider as effector

TYPE:

float in [0, 10], default 0.0

use_effector

Control when to apply the effector

TYPE:

boolean, default True

use_plane_init

Treat this object as a planar, unclosed mesh

TYPE:

boolean, default False

velocity_factor

Multiplier of obstacle velocity

TYPE:

float in [-100, 100], default 1.0

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`

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

- `FluidModifier.effector_settings`