BoidState(bpy_struct)

base class — `bpy_struct`

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

Boid state for boid physics

active_boid_rule

TYPE:

`BoidRule`, (readonly)

active_boid_rule_index

TYPE:

int in [0, inf], default 0

falloff

TYPE:

float in [0, 10], default 0.0

name

Boid state name

TYPE:

string, default '', (never None)

rule_fuzzy

TYPE:

float in [0, 1], default 0.0

rules

TYPE:

`bpy_prop_collection` of `BoidRule`, (readonly)

ruleset_type

How the rules in the list are evaluated

- `FUZZY` Fuzzy – Rules are gone through top to bottom (only the first rule which effect is above fuzziness threshold is evaluated).
- `RANDOM` Random – A random rule is selected for each boid.
- `AVERAGE` Average – All rules are averaged.

TYPE:

enum in ['FUZZY', 'RANDOM', 'AVERAGE'], default 'FUZZY'

volume

TYPE:

float in [0, 100], 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:

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

- BoidSettings.states

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