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WalkNavigation(bpy_struct)

base class — `bpy_struct`

class bpy.types.WalkNavigation(bpy_struct)

Walk navigation settings

jump_height

Maximum height of a jump

TYPE:

float in [0.1, 100], default 0.4

mouse_speed

Speed factor for when looking around, high values mean faster mouse movement

TYPE:

float in [0.01, 10], default 1.0

teleport_time

Interval of time warp when teleporting in navigation mode

TYPE:

float in [0, 10], default 0.2

use_gravity

Walk with gravity, or free navigate

TYPE:

boolean, default False

use_mouse_reverse

Reverse the vertical movement of the mouse

TYPE:

boolean, default False

view_height

View distance from the floor when walking

TYPE:

float in [0, 1000], default 1.6

walk_speed

Base speed for walking and flying

TYPE:

float in [0.01, 100], default 2.5

walk_speed_factor

Multiplication factor when using the fast or slow modifiers

TYPE:

float in [0.01, 10], default 5.0

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

- `PreferencesInput.walk_navigation`