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# ParticleKey(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.ParticleKey(bpy_struct)`

Key location for a particle over time

**angular\_velocity**

Key angular velocity

**TYPE:**

`mathutils.Vector` of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

**location**

Key location

**TYPE:**

`mathutils.Vector` of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

**rotation**

Key rotation quaternion

**TYPE:**

`mathutils.Quaternion` rotation of 4 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0, 0.0)`

**time**

Time of key over the simulation

**TYPE:**

float in `[0, inf]`, default `0.0`

**velocity**

Key velocity

**TYPE:**

`mathutils.Vector` of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

**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

- `Particle.particle_keys`