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ParticleSettingsTextureSlot(TextureSlot)

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

class bpy.types.**ParticleSettingsTextureSlot(TextureSlot)**

Texture slot for textures in a Particle Settings data-block

clump_factor

Amount texture affects child clump

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 1.0

damp_factor

Amount texture affects particle damping

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 1.0

density_factor

Amount texture affects particle density

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 1.0

field_factor

Amount texture affects particle force fields

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 1.0

gravity_factor

Amount texture affects particle gravity

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 1.0

kink_amp_factor

Amount texture affects child kink amplitude

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 1.0

kink_freq_factor

Amount texture affects child kink frequency

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 1.0

length_factor

Amount texture affects child hair length

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 1.0

life_factor

Amount texture affects particle life time

TYPE:

float in [-inf, inf], default 1.0

mapping

- **FLAT** Flat – Map X and Y coordinates directly.
- **CUBE** Cube – Map using the normal vector.
- **TUBE** Tube – Map with Z as central axis.
- **SPHERE** Sphere – Map with Z as central axis.

TYPE:

enum in ['FLAT', 'CUBE', 'TUBE', 'SPHERE'], default 'FLAT'

mapping_x

TYPE:

enum in ['NONE', 'X', 'Y', 'Z'], default 'X'

mapping_y

TYPE:

enum in ['NONE', 'X', 'Y', 'Z'], default 'Y'

mapping_z

TYPE:

enum in ['NONE', 'X', 'Y', 'Z'], default 'Z'

object

Object to use for mapping with Object texture coordinates

TYPE:

[Object](#)

rough_factor

Amount texture affects child roughness

TYPE:

float in [-inf, inf], default 1.0

size_factor

Amount texture affects physical particle size

TYPE:

float in [-inf, inf], default 1.0

texture_coords

Texture coordinates used to map the texture onto the background

- **GLOBAL** Global – Use global coordinates for the texture coordinates.
- **OBJECT** Object – Use linked object's coordinates for texture coordinates.
- **UV** UV – Use UV coordinates for texture coordinates.
- **ORCO** Generated – Use the original undeformed coordinates of the object.
- **STRAND** Strand / Particle – Use normalized strand texture coordinate (1D) or particle age (X) and trail position (Y).

TYPE:

enum in ['GLOBAL', 'OBJECT', 'UV', 'ORCO', 'STRAND'], default 'UV'

time_factor

Amount texture affects particle emission time

TYPE:

float in $[-\infty, \infty]$, default 1.0

twist_factor

Amount texture affects child twist

TYPE:

float in $[-\infty, \infty]$, default 1.0

use_map_clump

Affect the child clumping

TYPE:

boolean, default False

use_map_damp

Affect the particle velocity damping

TYPE:

boolean, default False

use_map_density

Affect the density of the particles

TYPE:

boolean, default False

use_map_field

Affect the particle force fields

TYPE:

boolean, default False

use_map_gravity

Affect the particle gravity

TYPE:

boolean, default False

use_map_kink_amp

Affect the child kink amplitude

TYPE:

boolean, default False

use_map_kink_freq

Affect the child kink frequency

TYPE:

boolean, default False

use_map_length

Affect the child hair length

TYPE:

boolean, default False

use_map_life

Affect the life time of the particles

TYPE:

boolean, default False

use_map_rough

Affect the child rough

TYPE:

boolean, default False

use_map_size

Affect the particle size

TYPE:

boolean, default False

use_map_time

Affect the emission time of the particles

TYPE:

boolean, default True

use_map_twist

Affect the child twist

TYPE:

boolean, default False

use_map_velocity

Affect the particle initial velocity

TYPE:

boolean, default False

uv_layer

UV map to use for mapping with UV texture coordinates

TYPE:

string, default “”, (never None)

velocity_factor

Amount texture affects particle initial velocity

TYPE:

float in $[-\infty, \infty]$, 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:

[bl_mtypes.ObjectSubclass](#)

`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`
- `TextureSlot.texture`
- `TextureSlot.name`
- `TextureSlot.offset`
- `TextureSlot.scale`
- `TextureSlot.color`
- `TextureSlot.blend_type`
- `TextureSlot.default_value`
- `TextureSlot.output_node`

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`
- `TextureSlot.bl_rna_get_subclass`
- `TextureSlot.bl_rna_get_subclass_py`

References

- `ParticleSettings.texture_slots`
- `ParticleSettingsTextureSlots.add`
- `ParticleSettingsTextureSlots.create`