BooleanModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class bpy.types.**BooleanModifier(Modifier)**

Boolean operations modifier

collection

Use mesh objects in this collection for Boolean operation

TYPE:

`Collection`

debug_options

Debugging options, only when started with '-d'

TYPE:

enum set in {'SEPARATE', 'NO_DISSOLVE', 'NO_CONNECT_REGIONS'}, default {}

double_threshold

Threshold for checking overlapping geometry

TYPE:

float in [0, 1], default 1e-06

material_mode

Method for setting materials on the new faces

- `INDEX` Index Based – Set the material on new faces based on the order of the material slot lists. If a material doesn't exist on the modifier object, the face will use the same material slot or the first if the object doesn't have enough slots..
- `TRANSFER` Transfer – Transfer materials from non-empty slots to the result mesh, adding new materials as necessary. For empty slots, back to using the same material index as the operand mesh..

TYPE:

enum in ['INDEX', 'TRANSFER'], default 'INDEX'

object

Mesh object to use for Boolean operation

TYPE:

`Object`

operand_type

- `OBJECT` Object – Use a mesh object as the operand for the Boolean operation.
- `COLLECTION` Collection – Use a collection of mesh objects as the operand for the Boolean operation.

TYPE:

enum in ['OBJECT', 'COLLECTION'], default 'OBJECT'

operation

- `INTERSECT` Intersect – Keep the part of the mesh that is common between all operands.
- `UNION` Union – Combine meshes in an additive way.
- `DIFFERENCE` Difference – Combine meshes in a subtractive way.

TYPE:

enum in ['INTERSECT', 'UNION', 'DIFFERENCE'], default 'DIFFERENCE'

enum in ['INTERSECT', 'UNION', 'DIFFERENCE'], default 'DIFFERENCE'

solver

Method for calculating booleans

- `FAST` Fast – Simple solver for the best performance, without support for overlapping geometry.

- `EXACT` Exact – Advanced solver for the best result.

TYPE:

enum in ['FAST', 'EXACT'], default 'EXACT'

use_hole_tolerant

Better results when there are holes (slower)

TYPE:

boolean, default False

use_self

Allow self-intersection in operands

TYPE:

boolean, default False

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`
- `Modifier.name`
- `Modifier.type`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.show_in_editmode`
- `Modifier.show_on_cage`
- `Modifier.show_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`
- `Modifier.is_override_data`
- `Modifier.use_apply_on_spline`
- `Modifier.execution_time`
- `Modifier.persistent_uid`

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`
- `Modifier.bl_rna_get_subclass`
- `Modifier.bl_rna_get_subclass_py`

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