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BoidSettings(bpy_struct)

base class — `bpy_struct`

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

Settings for boid physics

accuracy

Accuracy of attack

TYPE:

float in [0, 1], default 0.0

active_boid_state

TYPE:

`BoidRule`, (readonly)

active_boid_state_index

TYPE:

int in [0, inf], default 0

aggression

Boid will fight this times stronger enemy

TYPE:

float in [0, 100], default 0.0

air_acc_max

Maximum acceleration in air (relative to maximum speed)

TYPE:

float in [0, 1], default 0.0

air_ave_max

Maximum angular velocity in air (relative to 180 degrees)

TYPE:

float in [0, 1], default 0.0

air_personal_space

Radius of boids personal space in air (% of particle size)

TYPE:

float in [0, 10], default 0.0

air_speed_max

Maximum speed in air

TYPE:

float in [0, 100], default 0.0

air_speed_min

Minimum speed in air (relative to maximum speed)

TYPE:

float in [0, 1], default 0.0

float in [0, 1], default 0.0

bank

Amount of rotation around velocity vector on turns

TYPE:

float in [0, 2], default 0.0

health

Initial boid health when born

TYPE:

float in [0, 100], default 0.0

height

Boid height relative to particle size

TYPE:

float in [0, 2], default 0.0

land_acc_max

Maximum acceleration on land (relative to maximum speed)

TYPE:

float in [0, 1], default 0.0

land_ave_max

Maximum angular velocity on land (relative to 180 degrees)

TYPE:

float in [0, 1], default 0.0

land_jump_speed

Maximum speed for jumping

TYPE:

float in [0, 100], default 0.0

land_personal_space

Radius of boids personal space on land (% of particle size)

TYPE:

float in [0, 10], default 0.0

land_smooth

How smoothly the boids land

TYPE:

float in [0, 10], default 0.0

land_speed_max

Maximum speed on land

TYPE:

float in [0, 100], default 0.0

land_stick_force

How strong a force must be to start effecting a boid on land

TYPE:

float in [0, 1000], default 0.0

pitch

Amount of rotation around side vector

TYPE:

float in [0, 2], default 0.0

range

Maximum distance from which a boid can attack

TYPE:

float in [0, 100], default 0.0

states**TYPE:**

`bpy_prop_collection` of `BoidState`, (readonly)

strength

Maximum caused damage on attack per second

TYPE:

float in [0, 100], default 0.0

use_climb

Allow boids to climb goal objects

TYPE:

boolean, default False

use_flight

Allow boids to move in air

TYPE:

boolean, default False

use_land

Allow boids to move on land

TYPE:

boolean, default False

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

- `ParticleSystem.boids`