

[Skip to content](#)

ParticleHairKey(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.ParticleHairKey(bpy_struct)`

Particle key for hair particle system

co

Location of the hair key in object space

TYPE:

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

co_local

Location of the hair key in its local coordinate system, relative to the emitting face

TYPE:

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

time

Relative time of key over hair length

TYPE:

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

weight

Weight for cloth simulation

TYPE:

float in $[0, 1]$, default 0.0

co_object(object, modifier, particle)

Obtain hairkey location with particle and modifier data

PARAMETERS:

- **object** ([Object](#), (never None)) – Object
- **modifier** ([ParticleSystemModifier](#), (never None)) – Particle modifier
- **particle** ([Particle](#), (never None)) – hair particle

RETURNS:

Co, Exported hairkey location

RETURN TYPE:

[mathutils.Vector](#) of 3 items in $[-inf, inf]$

co_object_set(object, modifier, particle, co)

Set hairkey location with particle and modifier data

PARAMETERS:

- **object** ([Object](#), (never None)) – Object
- **modifier** ([ParticleSystemModifier](#), (never None)) – Particle modifier
- **particle** ([Particle](#), (never None)) – hair particle
- **co** ([mathutils.Vector](#) of 3 items in $[-inf, inf]$) – Co, Specified hairkey location

classmethod `bl_ma_get_subclass(id, default=None)`

PARAMETERS:

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

- `Particle.hair_keys`