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# BoidRuleAvoid(BoidRule)

base classes — [bpy\\_struct](#), [BoidRule](#)

**class** `bpy.types.BoidRuleAvoid(BoidRule)`

**fear\_factor**

Avoid object if danger from it is above this threshold

**TYPE:**

float in [0, 100], default 0.0

**object**

Object to avoid

**TYPE:**

[Object](#)

**use\_predict**

Predict target movement

**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](#)
- [BoidRule.name](#)
- [BoidRule.type](#)
- [BoidRule.use\\_in\\_air](#)
- [BoidRule.use\\_on\\_land](#)

## Inherited Functions

- [bpy\\_struct.as\\_pointer](#)
- [bpy\\_struct.driver\\_add](#)
- [bpy\\_struct.keyframe\\_delete](#)
- [bpy\\_struct.keyframe\\_insert](#)

- `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.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`
- `BoidRule.bl_rna_get_subclass`
- `BoidRule.bl_rna_get_subclass_py`