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VertexWeightMixModifier(Modifier)

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

class bpy.types.VertexWeightMixModifier(Modifier)

Mix the weights of two vertex groups

default_weight_a

Default weight a vertex will have if it is not in the first A vgroup

TYPE:

float in [0, 1], default 0.0

default_weight_b

Default weight a vertex will have if it is not in the second B vgroup

TYPE:

float in [0, 1], default 0.0

invert_mask_vertex_group

Invert vertex group mask influence

TYPE:

boolean, default False

invert_vertex_group_a

Invert the influence of vertex group A

TYPE:

boolean, default False

invert_vertex_group_b

Invert the influence of vertex group B

TYPE:

boolean, default False

mask_constant

Global influence of current modifications on vgroup

TYPE:

float in [-inf, inf], default 1.0

mask_tex_map_bone

Which bone to take texture coordinates from

TYPE:

string, default "", (never None)

mask_tex_map_object

Which object to take texture coordinates from

TYPE:

[Object](#)

mask_tex_mapping

Which texture coordinates to use for mapping

- **LOCAL** Local – Use local generated coordinates.
- **GLOBAL** Global – Use global coordinates.
- **OBJECT** Object – Use local generated coordinates of another object.
- **UV** UV – Use coordinates from a UV layer.

TYPE:

enum in ['LOCAL', 'GLOBAL', 'OBJECT', 'UV'], default 'LOCAL'

mask_tex_use_channel

Which texture channel to use for masking

TYPE:

enum in ['INT', 'RED', 'GREEN', 'BLUE', 'HUE', 'SAT', 'VAL', 'ALPHA'], default 'INT'

mask_tex_uv_layer

UV map name

TYPE:

string, default "", (never None)

mask_texture

Masking texture

TYPE:

[Texture](#)

mask_vertex_group

Masking vertex group name

TYPE:

string, default "", (never None)

mix_mode

How weights from vgroup B affect weights of vgroup A

- **SET** Replace – Replace VGroup A's weights by VGroup B's ones.
- **ADD** Add – Add VGroup B's weights to VGroup A's ones.
- **SUB** Subtract – Subtract VGroup B's weights from VGroup A's ones.
- **MUL** Multiply – Multiply VGroup A's weights by VGroup B's ones.
- **DIV** Divide – Divide VGroup A's weights by VGroup B's ones.
- **DIF** Difference – Difference between VGroup A's and VGroup B's weights.
- **AVG** Average – Average value of VGroup A's and VGroup B's weights.
- **MIN** Minimum – Minimum of VGroup A's and VGroup B's weights.
- **MAX** Maximum – Maximum of VGroup A's and VGroup B's weights.

TYPE:

enum in ['SET', 'ADD', 'SUB', 'MUL', 'DIV', 'DIF', 'AVG', 'MIN', 'MAX'], default 'SET'

mix_set

Which vertices should be affected

- **ALL** All – Affect all vertices (might add some to VGroup A).
- **A** VGroup A – Affect vertices in VGroup A.
- **B** VGroup B – Affect vertices in VGroup B (might add some to VGroup A).

- **OR** VGroup A or B – Affect vertices in at least one of both VGroups (might add some to VGroup A).
- **AND** VGroup A and B – Affect vertices in both groups.

TYPE:

enum in ['ALL', 'A', 'B', 'OR', 'AND'], default 'AND'

normalize

Normalize the resulting weights (otherwise they are only clamped within 0.0 to 1.0 range)

TYPE:

boolean, default False

vertex_group_a

First vertex group name

TYPE:

string, default "", (never None)

vertex_group_b

Second vertex group name

TYPE:

string, default "", (never None)

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

- | | |
|--|---|
| • <code>bpy_struct.id_data</code> | • <code>Modifier.show_expanded</code> |
| • <code>Modifier.name</code> | • <code>Modifier.is_active</code> |
| • <code>Modifier.type</code> | • <code>Modifier.use_pin_to_last</code> |
| • <code>Modifier.show_viewport</code> | • <code>Modifier.is_override_data</code> |
| • <code>Modifier.show_render</code> | • <code>Modifier.use_apply_on_spline</code> |
| • <code>Modifier.show_in_editmode</code> | • <code>Modifier.execution_time</code> |
| • <code>Modifier.show_on_cage</code> | • <code>Modifier.persistent_uid</code> |

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`