ShaderFxSwirl(ShaderFx)

base classes — `bpy_struct`, `ShaderFx`

class bpy.types.**ShaderFxSwirl(ShaderFx)**

Swirl effect

angle

Angle of rotation

TYPE:

float in [-31.4159, 31.4159], default 0.0

object

Object to determine center location

TYPE:

`Object`

radius

Radius to apply

TYPE:

int in [0, 32767], default 0

use_transparent

Make image transparent outside of radius

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`
- `ShaderFx.name`
- ~~`ShaderFx.type`~~

- `ShaderFx.show_render`
- `ShaderFx.show_in_editmode`

- ShaderFx.type
- ShaderFx.show_viewport
- ShaderFx.show_expanded

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
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

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