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VertexWeightEditModifier(Modifier)

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

class bpy.types.VertexWeightEditModifier(Modifier)

Edit the weights of vertices in a group

add_threshold

Lower (inclusive) bound for a vertex's weight to be added to the vgroup

TYPE:

float in [-1000, 1000], default 0.01

default_weight

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

TYPE:

float in [0, 1], default 0.0

falloff_type

How weights are mapped to their new values

- `LINEAR` Linear – Null action.
- `CURVE` Custom Curve.
- `SHARP` Sharp.
- `SMOOTH` Smooth.
- `ROOT` Root.
- `ICON_SPHERECURVE` Sphere.
- `RANDOM` Random.
- `STEP` Median Step – Map all values below 0.5 to 0.0, and all others to 1.0.

TYPE:

enum in ['LINEAR', 'CURVE', 'SHARP', 'SMOOTH', 'ROOT', 'ICON_SPHERECURVE', 'RANDOM', 'STEP'], default 'LINEAR'

invert_falloff

Invert the resulting falloff weight

TYPE:

boolean, default False

invert_mask_vertex_group

Invert vertex group mask influence

TYPE:

boolean, default False

map_curve

Custom mapping curve

TYPE:

[CurveMapping](#), (readonly)

mask_constant

Global influence of current modifications on vgroup

TYPE:

float in $[-\text{inf}, \text{inf}]$, 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)

normalize

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

TYPE:

boolean, default False

remove_threshold

Upper (inclusive) bound for a vertex's weight to be removed from the vgroup

TYPE:

float in [-1000, 1000], default 0.01

use_add

Add vertices with weight over threshold to vgroup

TYPE:

boolean, default False

use_remove

Remove vertices with weight below threshold from vgroup

TYPE:

boolean, default False

vertex_group

Vertex group name

TYPE:

string, default "", (never None)

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`
- `Modifier.name`
- `Modifier.type`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.show_in_editmode`
- `Modifier.show_on_cage`
- `Modifier.show_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`
- `Modifier.is_override_data`
- `Modifier.use_apply_on_spline`
- `Modifier.execution_time`
- `Modifier.persistent_uid`

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`

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