# AttributeGroupGreasePencilDrawing(bpy\_struct)

```
base class — bpy_struct
```

#### class bpy.types.AttributeGroupGreasePencilDrawing(bpy struct)

Group of geometry attributes

#### active

Active attribute

#### TYPE:

Attribute

#### active\_index

Active attribute index or -1 when none are active

#### TYPE:

int in [-1, inf], default 0

#### new(name, type, domain)

Add attribute to geometry

#### **PARAMETERS:**

- name (string, (never None)) Name, Name of geometry attribute
- type (enum in Attribute Type Items) Type, Attribute type
- domain (enum in Attribute Domain Items) Domain, Type of element that attribute is stored on

#### **RETURNS:**

New geometry attribute

#### **RETURN TYPE:**

Attribute

# remove(attribute)

Remove attribute from geometry

### **PARAMETERS:**

attribute (Attribute, (never None)) - Geometry Attribute

#### domain\_size(domain)

Get the size of a given domain

#### **PARAMETERS:**

domain (enum in Attribute Domain Items) - Domain, Type of element that attribute is stored on

#### **RETURNS:**

Size, Size of the domain

# **RETURN TYPE:**

int in [0, inf]

# 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

# **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.property\_unset
- 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.type recast
- bpy struct.values

# References

• GreasePencilDrawing.attributes • GreasePencilDrawing.color attributes

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AttributeGroupMesh(bpy stru