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# TextureSlot(bpy\_struct)

base class — [bpy\\_struct](#)

subclasses — [BrushTextureSlot](#), [LineStyleTextureSlot](#), [ParticleSettingsTextureSlot](#)

**class** bpy.types.TextureSlot(bpy\_struct)

Texture slot defining the mapping and influence of a texture

## blend\_type

Mode used to apply the texture

### TYPE:

enum in ['MIX', 'DARKEN', 'MULTIPLY', 'LIGHTEN', 'SCREEN', 'ADD', 'OVERLAY', 'SOFT\_LIGHT', 'LINEAR\_LIGHT', 'DIFFERENCE', 'SUBTRACT', 'DIVIDE', 'HUE', 'SATURATION', 'COLOR', 'VALUE'], default 'MIX'

## color

Default color for textures that don't return RGB or when RGB to intensity is enabled

### TYPE:

[mathutils.Color](#) of 3 items in [0, inf], default (1.0, 1.0, 1.0)

## default\_value

Value to use for Ref, Spec, Amb, Emit, Alpha, RayMir, TransLu and Hard

### TYPE:

float in [-inf, inf], default 1.0

## name

Texture slot name

### TYPE:

string, default "", (readonly, never None)

## offset

Fine tune of the texture mapping X, Y and Z locations

### TYPE:

[mathutils.Vector](#) of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

## output\_node

Which output node to use, for node-based textures

### TYPE:

enum in ['DUMMY'], default 'DUMMY'

## scale

Set scaling for the texture's X, Y and Z sizes

### TYPE:

[mathutils.Vector](#) of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

## texture

Texture data-block used by this texture slot

### TYPE:

[Texture](#)

**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

- |   |  |
|---|--|
| • <code>bpy_struct.as_pointer</code>                      | • <code>bpy_struct.items</code>                            |
| • <code>bpy_struct.driver_add</code>                      | • <code>bpy_struct.keyframe_delete</code>                  |
| • <code>bpy_struct.driver_remove</code>                   | • <code>bpy_struct.keyframe_insert</code>                  |
| • <code>bpy_struct.get</code>                             | • <code>bpy_struct.keys</code>                             |
| • <code>bpy_struct.id_properties_clear</code>             | • <code>bpy_struct.path_from_id</code>                     |
| • <code>bpy_struct.id_properties_ensure</code>            | • <code>bpy_struct.path_resolve</code>                     |
| • <code>bpy_struct.id_properties_ui</code>                | • <code>bpy_struct.pop</code>                              |
| • <code>bpy_struct.is_property_hidden</code>              | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code>                   |
| • <code>bpy_struct.is_property_readonly</code>            | • <code>bpy_struct.type_recast</code>                      |
| • <code>bpy_struct.is_property_set</code>                 | • <code>bpy_struct.values</code>                           |

## References

- `bpy.context.texture_slot` • `UILayout.template_preview`