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# MeshVertex(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.MeshVertex(bpy_struct)`

Vertex in a Mesh data-block

**co**

**TYPE:**

`mathutils.Vector` of 3 items in  $[-\text{inf}, \text{inf}]$ , default (0.0, 0.0, 0.0)

**groups**

Weights for the vertex groups this vertex is member of

**TYPE:**

`bpy_prop_collection` of `VertexGroupElement`, (readonly)

**hide**

**TYPE:**

boolean, default False

**index**

Index of this vertex

**TYPE:**

int in  $[0, \text{inf}]$ , default 0, (readonly)

**normal**

Vertex Normal

**TYPE:**

`mathutils.Vector` of 3 items in  $[-\text{inf}, \text{inf}]$ , default (0.0, 0.0, 0.0), (readonly)

**select**

**TYPE:**

boolean, default False

**undeformed\_co**

For meshes with modifiers applied, the coordinate of the vertex with no deforming modifiers applied, as used for generated texture coordinate

**TYPE:**

`mathutils.Vector` of 3 items in  $[-\text{inf}, \text{inf}]$ , default (0.0, 0.0, 0.0), (readonly)

**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

- `Mesh.vertices`