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Lattice Operators

`bpy.ops.lattice.flip(*, axis='U')`

Mirror all control points without inverting the lattice deform

PARAMETERS:

axis (*enum in ['U', 'V', 'W'], (optional)*) – Flip Axis, Coordinates along this axis get flipped

`bpy.ops.lattice.make_regular()`

Set UVW control points a uniform distance apart

`bpy.ops.lattice.select_all(*, action='TOGGLE')`

Change selection of all UVW control points

PARAMETERS:

action (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) –

Action, Selection action to execute

- `TOGGLE` Toggle – Toggle selection for all elements.
- `SELECT` Select – Select all elements.
- `DESELECT` Deselect – Deselect all elements.
- `INVERT` Invert – Invert selection of all elements.

`bpy.ops.lattice.select_less()`

Deselect vertices at the boundary of each selection region

`bpy.ops.lattice.select_mirror(*, axis={'X'}, extend=False)`

Select mirrored lattice points

PARAMETERS:

- **axis** (enum set in [Axis Flag Xyz Items](#), (optional)) – Axis
- **extend** (*boolean, (optional)*) – Extend, Extend the selection

`bpy.ops.lattice.select_more()`

Select vertex directly linked to already selected ones

`bpy.ops.lattice.select_random(*, ratio=0.5, seed=0, action='SELECT')`

Randomly select UVW control points

PARAMETERS:

- **ratio** (*float in [0, 1], (optional)*) – Ratio, Portion of items to select randomly
- **seed** (*int in [0, inf], (optional)*) – Random Seed, Seed for the random number generator
- **action** (*enum in ['SELECT', 'DESELECT'], (optional)*) –
Action, Selection action to execute
 - `SELECT` Select – Select all elements.
 - `DESELECT` Deselect – Deselect all elements.

`bpy.ops.lattice.select_ungrouped(*, extend=False)`

Select vertices without a group

PARAMETERS:

extend (*boolean, (optional)*) – Extend, Extend the selection

