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GPencilSculptGuide(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.GPencilSculptGuide(bpy_struct)

Guides for drawing

angle

Direction of lines

TYPE:

float in [-6.28319, 6.28319], default 0.0

angle_snap

Angle snapping

TYPE:

float in [-6.28319, 6.28319], default 0.0

location

Custom reference point for guides

TYPE:

float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

reference_object

Object used for reference point

TYPE:

[Object](#)

reference_point

Type of speed guide

- `CURSOR` Cursor – Use cursor as reference point.
- `CUSTOM` Custom – Use custom reference point.
- `OBJECT` Object – Use object as reference point.

TYPE:

enum in ['CURSOR', 'CUSTOM', 'OBJECT'], default 'CURSOR'

spacing

Guide spacing

TYPE:

float in [0, inf], default 20.0

type

Type of speed guide

- `CIRCULAR` Circular – Use single point to create rings.
- `RADIAL` Radial – Use single point as direction.
- `PARALLEL` Parallel – Parallel lines.
- `GRID` Grid – Grid allows horizontal and vertical lines.
- `ISO` Isometric – Grid allows isometric and vertical lines.

TYPE:

enum in ['CIRCULAR', 'RADIAL', 'PARALLEL', 'GRID', 'ISO'], default 'CIRCULAR'

use_guide

Enable speed guides

TYPE:

boolean, default False

use_snapping

Enable snapping to guides angle or spacing options

TYPE:

boolean, default False

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

- [GPencilSculptSettings.guide](#)

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[GPencilLayer\(bpy_struct\)](#)
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