LineStyleTextureSlot(TextureSlot)

base classes — `bpy_struct`, `TextureSlot`

class bpy.types.**LineStyleTextureSlot(TextureSlot)**

Texture slot for textures in a LineStyle data-block

alpha_factor

Amount texture affects alpha

TYPE:

float in [-inf, inf], default 1.0

diffuse_color_factor

Amount texture affects diffuse color

TYPE:

float in [-inf, inf], default 1.0

mapping

- `FLAT` Flat – Map X and Y coordinates directly.
- `CUBE` Cube – Map using the normal vector.
- `TUBE` Tube – Map with Z as central axis.
- `SPHERE` Sphere – Map with Z as central axis.

TYPE:

enum in ['FLAT', 'CUBE', 'TUBE', 'SPHERE'], default 'FLAT'

mapping_x

TYPE:

enum in ['NONE', 'X', 'Y', 'Z'], default 'X'

mapping_y

TYPE:

enum in ['NONE', 'X', 'Y', 'Z'], default 'Y'

mapping_z

TYPE:

enum in ['NONE', 'X', 'Y', 'Z'], default 'Z'

texture_coords

Texture coordinates used to map the texture onto the background

- `WINDOW` Window – Use screen coordinates as texture coordinates.
- `GLOBAL` Global – Use global coordinates for the texture coordinates.
- `ALONG_STROKE` Along stroke – Use stroke length for texture coordinates.
- `ORCO` Generated – Use the original undeformed coordinates of the object.

TYPE:

enum in ['WINDOW', 'GLOBAL', 'ALONG_STROKE', 'ORCO'], default 'ALONG_STROKE'

use_map_alpha

The texture affects the alpha value

TYPE:

TYPE:

boolean, default False

use_map_color_diffuse

The texture affects basic color of the stroke

TYPE:

boolean, default True

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`
- `TextureSlot.texture`
- `TextureSlot.name`
- `TextureSlot.offset`
- `TextureSlot.scale`
- `TextureSlot.color`
- `TextureSlot.blend_type`
- `TextureSlot.default_value`
- `TextureSlot.output_node`

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.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.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`
- `TextureSlot.bl_rna_get_subclass`
- `TextureSlot.bl_rna_get_subclass_py`

References

- FreestyleLineStyle.texture_slots
- LineStyleTextureSlots.add
- LineStyleTextureSlots.create