## Skip to content

## LightProbePlane(LightProbe)

```
base classes — bpy_struct, ID, LightProbe
class bpy.types.LightProbePlane(LightProbe)
    Light probe that captures incoming light from a single direction on a plane
    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
- ID.name
- ID.name full
- ID.id\_type
- ID.session\_uid
- ID.is\_evaluated
- ID.original
- ID.users
- ID.use\_fake\_user
- ID.use\_extra\_user
- ID.is embedded data
- ID.is missing
- ID.is runtime data
- ID.is\_editable
- ID.tag
- ID.is\_library\_indirect
- ID.library
- ID.library weak reference

- ID.asset\_data
- ID.override\_library
- ID.preview
- LightProbe.type
- LightProbe.clip start
- LightProbe.show clip
- LightProbe.show\_influence
- LightProbe.influence\_distance
- LightProbe.visibility\_buffer\_bias
- LightProbe.visibility\_bleed\_bias
- LightProbe.visibility blur
- LightProbe.visibility collection
- LightProbe.invert\_visibility\_collection
- LightProbe.show data
- LightProbe.use\_data\_display
- LightProbe.data\_display\_size
- LightProbe.animation\_data

## **Inherited Functions**

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- ppy\_scrucc.as\_poincer
- 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 ID.override\_hierarchy\_create
- 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
   ID.bl\_rna\_get\_subclass\_py
- bpy struct.property unset
- bpy\_struct.type\_recast

- upy struct.varues
- ID.rename
- ID.evaluated get
- ID.copy
- ID.asset mark
- ID.asset clear
- ID.asset\_generate\_preview
- ID.override create
- ID.user clear
- ID.user remap
- ID.make local
- ID.user\_of\_id
- ID.animation data create
- ID.animation\_data\_clear
- ID.update\_tag
- ID.preview ensure
- ID.bl\_rna\_get\_subclass
- LightProbe.bl rna get subclass
- LightProbe.bl\_rna\_get\_subclass\_py

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