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Float4x4AttributeValue(bpy_struct)

```
base class — bpy_struct
class bpy.types.Float4x4AttributeValue(bpy struct)
    Matrix value in geometry attribute
     value
         Matrix
         TYPE:
              mathutils.Matrix of 4 * 4 items in [-inf, inf], default ((0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0)
     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

```
• bpy_struct.as_pointer
                                             • bpy struct.items
                                             • bpy_struct.keyframe delete
• bpy_struct.driver_add
• bpy struct.driver remove
                                             • bpy struct.keyframe_insert
• bpy_struct.get
                                             • bpy_struct.keys
• bpy struct.id properties clear
                                             • bpy struct.path from id
• bpy struct.id properties ensure
                                             • bpy struct.path resolve
• bpy struct.id properties ui
                                             • bpy struct.pop
• bpy struct.is property hidden
                                             • bpy struct.property overridable library set
• bpy struct.is property overridable library • bpy struct.property unset
• bpy_struct.is_property_readonly
                                             • bpy_struct.type_recast
• bpy struct.is property set
                                             • bpy struct.values
```

References

• Float4x4Attribute.data

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