View3DCursor(bpy_struct)

base class — bpy_struct

class bpy.types.**View3DCursor(bpy_struct)**

location

TYPE:

mathutils.Vector of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

matrix

Matrix combining location and rotation of the cursor

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))

rotation_axis_angle

Angle of Rotation for Axis-Angle rotation representation

TYPE:

float array of 4 items in [-inf, inf], default (0.0, 0.0, 1.0, 0.0)

rotation_euler

3D rotation

TYPE:

mathutils.Euler rotation of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

rotation_mode

TYPE:

enum in Object Rotation Mode Items, default 'XYZ'

rotation_quaternion

Rotation in quaternions (keep normalized)

TYPE:

mathutils.Quaternion rotation of 4 items in [-inf, inf], default (1.0, 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.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

References

- Scene.cursor