GpVertexPaint(Paint)

base classes — `bpy_struct`, `Paint`

class bpy.types.**GpVertexPaint(Paint)**

> **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`
- `Paint.brush`
- `Paint.brush_asset_reference`
- `Paint.eraser_brush`
- `Paint.eraser_brush_asset_reference`
- `Paint.palette`
- `Paint.show_brush`
- `Paint.show_brush_on_surface`
- `Paint.show_low_resolution`
- `Paint.use_sculpt_delay_updates`
- `Paint.use_symmetry_x`
- `Paint.use_symmetry_y`
- `Paint.use_symmetry_z`
- `Paint.use_symmetry_feather`
- `Paint.cavity_curve`
- `Paint.use_cavity`
- `Paint.tile_offset`
- `Paint.tile_x`
- `Paint.tile_y`
- `Paint.tile_z`

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.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`

- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `Paint.bl_rna_get_subclass`
- `Paint.bl_rna_get_subclass_py`

References

- `ToolSettings.gpencil_vertex_paint`

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- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `Paint.bl_rna_get_subclass`
- `Paint.bl_rna_get_subclass_py`