MeshEdge(bpy_struct)

base class — `bpy_struct`

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

Edge in a Mesh data-block

hide

TYPE:

boolean, default False

index

Index of this edge

TYPE:

int in [0, inf], default 0, (readonly)

is_loose

Edge is not connected to any faces

TYPE:

boolean, default False, (readonly)

select

TYPE:

boolean, default False

use_edge_sharp

Sharp edge for shading

TYPE:

boolean, default False

use_freestyle_mark

Edge mark for Freestyle line rendering

TYPE:

boolean, default False

use_seam

Seam edge for UV unwrapping

TYPE:

boolean, default False

vertices

Vertex indices

TYPE:

int array of 2 items in [0, inf], default (0, 0)

key

(readonly)

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

- `Mesh.edges`