MeshLoop(bpy_struct)

base class — `bpy_struct`

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

> Loop in a Mesh data-block
>
> **bitangent**
>
> > Bitangent vector of this vertex for this face (must be computed beforehand using calc_tangents, use it only if really needed, slower access than bitangent_sign)
> >
> > **TYPE:**
> >
> > > `mathutils.Vector` of 3 items in [-1, 1], default (0.0, 0.0, 0.0), (readonly)
>
> **bitangent_sign**
>
> > Sign of the bitangent vector of this vertex for this face (must be computed beforehand using calc_tangents, bitangent = bitangent_sign * cross(normal, tangent))
> >
> > **TYPE:**
> >
> > > float in [-1, 1], default 0.0, (readonly)
>
> **edge_index**
>
> > Edge index
> >
> > **TYPE:**
> >
> > > int in [0, inf], default 0
>
> **index**
>
> > Index of this loop
> >
> > **TYPE:**
> >
> > > int in [0, inf], default 0, (readonly)
>
> **normal**
>
> > The normal direction of the face corner, taking into account sharp faces, sharp edges, and custom normal data
> >
> > **TYPE:**
> >
> > > `mathutils.Vector` of 3 items in [-1, 1], default (0.0, 0.0, 0.0), (readonly)
>
> **tangent**
>
> > Local space unit length tangent vector of this vertex for this face (must be computed beforehand using calc_tangents)
> >
> > **TYPE:**
> >
> > > `mathutils.Vector` of 3 items in [-1, 1], default (0.0, 0.0, 0.0), (readonly)
>
> **vertex_index**
>
> > Vertex index
> >
> > **TYPE:**
> >
> > > int in [0, inf], default 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

- `Mesh.loops`