

[Skip to content](#)

BrushCapabilitiesSculpt(bpy_struct)

base class — [bpy_struct](#)

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

Read-only indications of which brush operations are supported by the current sculpt tool

has_accumulate

TYPE:

boolean, default False, (readonly)

has_auto_smooth

TYPE:

boolean, default False, (readonly)

has_color

TYPE:

boolean, default False, (readonly)

has_direction

TYPE:

boolean, default False, (readonly)

has_gravity

TYPE:

boolean, default False, (readonly)

has_height

TYPE:

boolean, default False, (readonly)

has_jitter

TYPE:

boolean, default False, (readonly)

has_normal_weight

TYPE:

boolean, default False, (readonly)

has_persistence

TYPE:

boolean, default False, (readonly)

has_pinch_factor

TYPE:

boolean, default False, (readonly)

has_plane_depth

TYPE:

boolean, default False, (readonly)

has_plane_height

TYPE:

boolean, default False, (readonly)

has_plane_offset**TYPE:**

boolean, default False, (readonly)

has_rake_factor**TYPE:**

boolean, default False, (readonly)

has_random_texture_angle**TYPE:**

boolean, default False, (readonly)

has_sculpt_plane**TYPE:**

boolean, default False, (readonly)

has_secondary_color**TYPE:**

boolean, default False, (readonly)

has_smooth_stroke**TYPE:**

boolean, default False, (readonly)

has_space_attenuation**TYPE:**

boolean, default False, (readonly)

has_strength_pressure**TYPE:**

boolean, default False, (readonly)

has_tilt**TYPE:**

boolean, default False, (readonly)

has_topology_rake**TYPE:**

boolean, default False, (readonly)

classmethod bl_ma_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_ma_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

- `Brush.sculpt_capabilities`