

UnifiedPaintSettings(bpy_struct)

base class — `bpy_struct`

class bpy.types.UnifiedPaintSettings(bpy_struct)

Overrides for some of the active brush's settings

color

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

input_samples

Number of input samples to average together to smooth the brush stroke

TYPE:

int in [1, 64], default 1

secondary_color

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (1.0, 1.0, 1.0)

size

Radius of the brush

TYPE:

int in [1, 5000], default 50

strength

How powerful the effect of the brush is when applied

TYPE:

float in [0, 10], default 0.5

unprojected_radius

Radius of brush in Blender units

TYPE:

float in [0.001, inf], default 0.29

use_locked_size

Measure brush size relative to the view or the scene

- `VIEW` View – Measure brush size relative to the view.
- `SCENE` Scene – Measure brush size relative to the scene.

TYPE:

enum in ['VIEW', 'SCENE'], default 'VIEW'

use_unified_color

Instead of per-brush color, the color is shared across brushes

TYPE:

boolean, default True

use_unified_input_samples

Instead of per-brush input samples, the value is shared across brushes

instead of per-brush input samples, the value is shared across brushes

TYPE:

boolean, default False

use_unified_size

Instead of per-brush radius, the radius is shared across brushes

TYPE:

boolean, default True

use_unified_strength

Instead of per-brush strength, the strength is shared across brushes

TYPE:

boolean, default False

use_unified_weight

Instead of per-brush weight, the weight is shared across brushes

TYPE:

boolean, default False

weight

Weight to assign in vertex groups

TYPE:

float in [0, 1], default 0.5

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.items`

- [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.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

- [ToolSettings.unified_paint_settings](#)