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# MeshSkinVertex(bpy\_struct)

base class — [bpy\\_struct](#)

**class** `bpy.types.MeshSkinVertex(bpy_struct)`

Per-vertex skin data for use with the Skin modifier

## **radius**

Radius of the skin

## **TYPE:**

float array of 2 items in [0, inf], default (0.0, 0.0)

## **use\_loose**

If vertex has multiple adjacent edges, it is hulled to them directly

## **TYPE:**

boolean, default False

## **use\_root**

Vertex is a root for rotation calculations and armature generation, setting this flag does not clear other roots in the same mesh island

## **TYPE:**

boolean, default False

**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.items](#)
- [bpy\\_struct.keyframe\\_delete](#)
- [bpy\\_struct.keyframe\\_insert](#)

- 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\_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

- `MeshSkinVertexLayer.data`