

[Skip to content](#)

UserSolidLight(bpy_struct)

base class — `bpy_struct`

class `bpy.types.UserSolidLight(bpy_struct)`

Light used for Studio lighting in solid shading mode

diffuse_color

Color of the light's diffuse highlight

TYPE:

`mathutils.Color` of 3 items in $[0, \infty]$, default (0.8, 0.8, 0.8)

direction

Direction that the light is shining

TYPE:

`mathutils.Vector` of 3 items in $[-\infty, \infty]$, default (0.0, 0.0, 1.0)

smooth

Smooth the lighting from this light

TYPE:

float in $[0, 1]$, default 0.5

specular_color

Color of the light's specular highlight

TYPE:

`mathutils.Color` of 3 items in $[0, \infty]$, default (0.8, 0.8, 0.8)

use

Enable this light in solid shading mode

TYPE:

boolean, default True

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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- `PreferencesSystem.solid_lights` • `StudioLight.solid_lights`