# Skip to content FModifierFunctionGenerator(FModifier)

```
base classes — bpy_struct, FModifier
```

# class bpy.types.FModifierFunctionGenerator(FModifier)

Generate values using a built-in function

# amplitude

Scale factor determining the maximum/minimum values

#### TYPE:

float in [-inf, inf], default 0.0

# function\_type

Type of built-in function to use

- SIN Sine.
- COS Cosine.
- TAN Tangent.
- SQRT Square Root.
- LN Natural Logarithm.
- SINC Normalized Sine  $-\sin(x)/x$ .

#### TYPE:

```
enum in ['SIN', 'COS', 'TAN', 'SQRT', 'LN', 'SINC'], default 'SIN'
```

# phase\_multiplier

Scale factor determining the 'speed' of the function

# TYPE:

float in [-inf, inf], default 0.0

# phase offset

Constant factor to offset time by for function

#### TYPE:

float in [-inf, inf], default 0.0

# use\_additive

Values generated by this modifier are applied on top of the existing values instead of overwriting them

# TYPE:

boolean, default False

# value offset

Constant factor to offset values by

# TYPE:

float in [-inf, inf], default 0.0

# 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\_dataFModifier.use\_restricted\_range

• FModifier.name

• FModifier.frame start

• FModifier.type

• FModifier.frame end

• FModifier.show expanded • FModifier.blend in • FModifier.blend out

• FModifier.mute

• FModifier.is valid • FModifier.use influence

• FModifier.active

• FModifier.influence

# **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.type recast

• 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.values

• FModifier.bl\_rna\_get\_subclass

• FModifier.bl rna get subclass py

FModifierEnvelopeControlPoints(bpy\_struct)

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FModifierGenerator(FModifierGenerator)

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