

[Skip to content](#)

MeshNormalValue(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.MeshNormalValue(bpy_struct)`

Vector in a mesh normal array

vector

3D vector

TYPE:

[mathutils.Vector](#) of 3 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0), (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.items |
| • bpy_struct.driver_add | • bpy_struct.keyframe_delete |
| • bpy_struct.driver_remove | • bpy_struct.keyframe_insert |
| • bpy_struct.get | • bpy_struct.keys |
| • bpy_struct.id_properties_clear | • bpy_struct.path_from_id |
| • bpy_struct.id_properties_ensure | • bpy_struct.path_resolve |
| • bpy_struct.id_properties_ui | • bpy_struct.pop |
| • bpy_struct.is_property_hidden | • bpy_struct.property_overridable_library_set |
| • bpy_struct.is_property_overridable_library | • bpy_struct.property_unset |
| • bpy_struct.is_property_readonly | • bpy_struct.type_recast |
| • bpy_struct.is_property_set | • bpy_struct.values |

References

- [Mesh.corner_normals](#)
- [Mesh.vertex_normals](#)
- [Mesh.polygon_normals](#)

[Previous](#)
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[Next](#)
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