Skip to content MeshStatVis(bpy_struct)

```
base class — bpy_struct
```

class bpy.types.MeshStatVis(bpy_struct)

distort_max

Maximum angle to display

TYPE:

float in [0, 3.14159], default 0.785398

distort_min

Minimum angle to display

TYPE:

float in [0, 3.14159], default 0.0872665

overhang_axis

TYPE:

enum in Object Axis Items, default 'NEG_Z'

$overhang_max$

Maximum angle to display

TYPE:

float in [0, 3.14159], default 0.785398

overhang_min

Minimum angle to display

TYPE:

float in [0, 3.14159], default 0.0

sharp_max

Maximum angle to display

TYPE:

float in [-3.14159, 3.14159], default 3.14159

sharp_min

Minimum angle to display

TYPE:

float in [-3.14159, 3.14159], default 1.5708

thickness max

Maximum for measuring thickness

TYPE:

float in [0, 1000], default 0.1

thickness_min

Minimum for measuring thickness

TYPE:

float in [0 1000] default 0.0

```
1000 11 [0, 1000], acidin 0.0
thickness samples
   Number of samples to test per face
   TYPE:
        int in [1, 32], default 1
type
   Type of data to visualize/check
   TYPE:
        enum in ['OVERHANG', 'THICKNESS', 'INTERSECT', 'DISTORT', 'SHARP'], default 'OVERHANG'
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.
```

Inherited Properties

RETURN TYPE: type

• 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

• ToolSettings.statvis

Previous
MeshSkinVertexLayer(bpy_struct)
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