

ArrayModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.ArrayModifier(Modifier)`

Array duplication modifier

constant_offset_displace

Value for the distance between arrayed items

TYPE:

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

count

Number of duplicates to make

TYPE:

`int` in `[1, inf]`, default `2`

curve

Curve object to fit array length to

TYPE:

`Object`

end_cap

Mesh object to use as an end cap

TYPE:

`Object`

fit_length

Length to fit array within

TYPE:

`float` in `[0, inf]`, default `0.0`

fit_type

Array length calculation method

- `FIXED_COUNT` Fixed Count – Duplicate the object a certain number of times.
- `FIT_LENGTH` Fit Length – Duplicate the object as many times as fits in a certain length.
- `FIT_CURVE` Fit Curve – Fit the duplicated objects to a curve.

TYPE:

`enum` in `['FIXED_COUNT', 'FIT_LENGTH', 'FIT_CURVE']`, default `'FIXED_COUNT'`

merge_threshold

Limit below which to merge vertices

TYPE:

`float` in `[0, inf]`, default `0.01`

offset_object

Use the location and rotation of another object to determine the distance and rotational change between arrayed items

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TYPE:

`Object`

offset_u

Amount to offset array UVs on the U axis

TYPE:

float in [-1, 1], default 0.0

offset_v

Amount to offset array UVs on the V axis

TYPE:

float in [-1, 1], default 0.0

relative_offset_displace

The size of the geometry will determine the distance between arrayed items

TYPE:

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

start_cap

Mesh object to use as a start cap

TYPE:

`Object`

use_constant_offset

Add a constant offset

TYPE:

boolean, default False

use_merge_vertices

Merge vertices in adjacent duplicates

TYPE:

boolean, default False

use_merge_vertices_cap

Merge vertices in first and last duplicates

TYPE:

boolean, default False

use_object_offset

Add another object's transformation to the total offset

TYPE:

boolean, default False

use_relative_offset

Add an offset relative to the object's bounding box

TYPE:

boolean, default True

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`
- `Modifier.name`
- `Modifier.type`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.show_in_editmode`
- `Modifier.show_on_cage`
- `Modifier.show_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`
- `Modifier.is_override_data`
- `Modifier.use_apply_on_spline`
- `Modifier.execution_time`
- `Modifier.persistent_uid`

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.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.type_recast`
- `bpy_struct.values`
- `Modifier.bl_rna_get_subclass`
- `Modifier.bl_rna_get_subclass_py`