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VertexGroup(bpy_struct)

base class — `bpy_struct`

class `bpy.types.VertexGroup(bpy_struct)`

Group of vertices, used for armature deform and other purposes

index

Index number of the vertex group

TYPE:

int in $[0, \infty]$, default 0, (readonly)

lock_weight

Maintain the relative weights for the group

TYPE:

boolean, default False

name

Vertex group name

TYPE:

string, default ‘’, (never None)

add(index, weight, type)

Add vertices to the group

PARAMETERS:

- **index** (*int array of 1 items in $[-\infty, \infty]$*) – List of indices
- **weight** (*float in $[0, 1]$*) – Vertex weight
- **type** (*enum in $['REPLACE', 'ADD', 'SUBTRACT']$*) – Vertex assign mode
 - `REPLACE` Replace – Replace.
 - `ADD` Add – Add.
 - `SUBTRACT` Subtract – Subtract.

remove(index)

Remove vertices from the group

PARAMETERS:

index (*int array of 1 items in $[-\infty, \infty]$*) – List of indices

weight(index)

Get a vertex weight from the group

PARAMETERS:

index (*int in $[0, \infty]$*) – Index, The index of the vertex

RETURNS:

Vertex weight

RETURN TYPE:

float in $[0, 1]$

`classmethod` `bl_mypy_get_subclass(cls, default=None)`

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`

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

- `Object.vertex_groups` • `VertexGroups.new`
- `VertexGroups.active` • `VertexGroups.remove`