BrushTextureSlot(TextureSlot)

base classes — `bpy_struct`, `TextureSlot`

class bpy.types.**BrushTextureSlot(TextureSlot)**

Texture slot for textures in a Brush data-block

angle

Brush texture rotation

TYPE:

float in [0, 6.28319], default 0.0

has_random_texture_angle

TYPE:

boolean, default False, (readonly)

has_texture_angle

TYPE:

boolean, default False, (readonly)

has_texture_angle_source

TYPE:

boolean, default False, (readonly)

map_mode

TYPE:

enum in ['VIEW_PLANE', 'AREA_PLANE', 'TILED', '3D', 'RANDOM', 'STENCIL'], default 'VIEW_PLANE'

mask_map_mode

TYPE:

enum in ['VIEW_PLANE', 'TILED', 'RANDOM', 'STENCIL'], default 'VIEW_PLANE'

random_angle

Brush texture random angle

TYPE:

float in [0, 6.28319], default 6.28319

use_rake

TYPE:

boolean, default False

use_random

TYPE:

boolean, default False

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`
- `TextureSlot.texture`
- `TextureSlot.name`
- `TextureSlot.offset`
- `TextureSlot.scale`
- `TextureSlot.color`
- `TextureSlot.blend_type`
- `TextureSlot.default_value`
- `TextureSlot.output_node`

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`
- `TextureSlot.bl_rna_get_subclass`
- `TextureSlot.bl_rna_get_subclass_py`

References

- `Brush.mask_texture_slot`
- `Brush.texture_slot`

Previous
BrushGpencilSettings(bpy_struct)

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