

[Skip to content](#)

# GreasePencilArrayModifier(Modifier)

base classes — [bpy\\_struct](#), [Modifier](#)

**class** bpy.types.GreasePencilArrayModifier(Modifier)

Create grid of duplicate instances

**constant\_offset**

Value for the distance between items

**TYPE:**

[mathutils.Vector](#) of 3 items in  $[-\text{inf}, \text{inf}]$ , default (0.0, 0.0, 0.0)

**count**

Number of items

**TYPE:**

int in  $[1, 32767]$ , default 2

**invert\_layer\_filter**

Invert layer filter

**TYPE:**

boolean, default False

**invert\_layer\_pass\_filter**

Invert layer pass filter

**TYPE:**

boolean, default False

**invert\_material\_filter**

Invert material filter

**TYPE:**

boolean, default False

**invert\_material\_pass\_filter**

Invert material pass filter

**TYPE:**

boolean, default False

**layer\_filter**

Layer name

**TYPE:**

string, default “”, (never None)

**layer\_pass\_filter**

Layer pass filter

**TYPE:**

int in  $[0, 100]$ , default 0

**material\_filter**

Material used for filtering

**TYPE:**

`Material`

### **material\_pass\_filter**

Material pass

**TYPE:**

int in [0, 100], default 0

### **offset\_object**

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

**TYPE:**

`Object`

### **open\_constant\_offset\_panel**

**TYPE:**

boolean, default False

### **open\_influence\_panel**

**TYPE:**

boolean, default False

### **open\_object\_offset\_panel**

**TYPE:**

boolean, default False

### **open\_randomize\_panel**

**TYPE:**

boolean, default False

### **open\_relative\_offset\_panel**

**TYPE:**

boolean, default False

### **random\_offset**

Value for changes in location

**TYPE:**

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

### **random\_rotation**

Value for changes in rotation

**TYPE:**

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

### **random\_scale**

Value for changes in scale

**TYPE:**

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

### **relative\_offset**

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

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

**TYPE:**

`mathutils.Vector` of 3 items in  $[-\text{inf}, \text{inf}]$ , default (1.0, 0.0, 0.0)

**replace\_material**

Index of the material used for generated strokes (0 keep original material)

**TYPE:**

int in  $[0, 32767]$ , default 0

**seed**

Random seed

**TYPE:**

int in  $[0, \text{inf}]$ , default 1

**use\_constant\_offset**

Enable offset

**TYPE:**

boolean, default False

**use\_layer\_pass\_filter**

Use layer pass filter

**TYPE:**

boolean, default False

**use\_material\_pass\_filter**

Use material pass filter

**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

**use\_uniform\_random\_scale**

Use the same random seed for each scale axis for a uniform scale

**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

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`