# FloatVectorAttributeValue(bpy\_struct)

```
base class — bpy_struct
class bpy.types.FloatVectorAttributeValue(bpy struct)
    Vector value in geometry attribute
    vector
        3D vector
        TYPE:
             mathutils. Vector of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)
    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**

```
• 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

• Curves.position\_data • FloatVectorAttribute.data

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