TexMapping(bpy_struct)

base class — `bpy_struct`

class bpy.types.**TexMapping(bpy_struct)**

Texture coordinate mapping settings

mapping

- `FLAT` Flat – Map X and Y coordinates directly.
- `CUBE` Cube – Map using the normal vector.
- `TUBE` Tube – Map with Z as central axis.
- `SPHERE` Sphere – Map with Z as central axis.

TYPE:
enum in ['FLAT', 'CUBE', 'TUBE', 'SPHERE'], default 'FLAT'

mapping_x

TYPE:
enum in ['NONE', 'X', 'Y', 'Z'], default 'NONE'

mapping_y

TYPE:
enum in ['NONE', 'X', 'Y', 'Z'], default 'NONE'

mapping_z

TYPE:
enum in ['NONE', 'X', 'Y', 'Z'], default 'NONE'

max

Maximum value for clipping

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

min

Minimum value for clipping

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

rotation

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

scale

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

translation

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

use_max

Whether to use maximum clipping value

TYPE:

boolean, default False

use_min

Whether to use minimum clipping value

TYPE:

boolean, default False

vector_type

Type of vector that the mapping transforms

TYPE:

enum in Mapping Type Items, default 'POINT'

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.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`

References

- ShaderNodeTexBrick.texture_mapping
- ShaderNodeTexChecker.texture_mapping
- ShaderNodeTexEnvironment.texture_mapping
- ShaderNodeTexGabor.texture_mapping
- ShaderNodeTexGradient.texture_mapping
- ShaderNodeTexImage.texture_mapping
- ShaderNodeTexMagic.texture_mapping
- ShaderNodeTexNoise.texture_mapping
- ShaderNodeTexSky.texture_mapping
- ShaderNodeTexVoronoi.texture_mapping
- ShaderNodeTexWave.texture_mapping

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