Speaker(ID)

base classes — `bpy_struct`, `ID`

class bpy.types.**Speaker(ID)**

Speaker data-block for 3D audio speaker objects

animation_data

Animation data for this data-block

TYPE:

`AnimData`, (readonly)

attenuation

How strong the distance affects volume, depending on distance model

TYPE:

float in [0, inf], default 1.0

cone_angle_inner

Angle of the inner cone, in degrees, inside the cone the volume is 100%

TYPE:

float in [0, 360], default 360.0

cone_angle_outer

Angle of the outer cone, in degrees, outside this cone the volume is the outer cone volume, between inner and outer cone the volume is interpolated

TYPE:

float in [0, 360], default 360.0

cone_volume_outer

Volume outside the outer cone

TYPE:

float in [0, 1], default 1.0

distance_max

Maximum distance for volume calculation, no matter how far away the object is

TYPE:

float in [0, inf], default 3.40282e+38

distance_reference

Reference distance at which volume is 100%

TYPE:

float in [0, inf], default 1.0

muted

Mute the speaker

TYPE:

boolean, default False

pitch

Playback pitch of the sound

TYPE:

float in [0.1, 10], default 1.0

sound

Sound data-block used by this speaker

TYPE:

[Sound](#)

volume

How loud the sound is

TYPE:

float in [0, 1], default 1.0

volume_max

Maximum volume, no matter how near the object is

TYPE:

float in [0, 1], default 1.0

volume_min

Minimum volume, no matter how far away the object is

TYPE:

float in [0, 1], default 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](#)
- [ID.name](#)
- [ID.name_full](#)
- [ID.id_type](#)
- [ID.session_uid](#)

- [ID.is_missing](#)
- [ID.is_runtime_data](#)
- [ID.is_editable](#)
- [ID.tag](#)
- [ID.is_library_indirect](#)

- ID.is_evaluated
- ID.original
- ID.users
- ID.use_fake_user
- ID.use_extra_user
- ID.is_embedded_data

- ID.is_library_indirect
- ID.library
- ID.library_weak_reference
- ID.asset_data
- ID.override_library
- ID.preview

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
- ID.rename
- ID.evaluated_get
- ID.copy
- ID.asset_mark
- ID.asset_clear
- ID.asset_generate_preview
- ID.override_create
- ID.override_hierarchy_create
- ID.user_clear
- ID.user_remap
- ID.make_local
- ID.user_of_id
- ID.animation_data_create
- ID.animation_data_clear
- ID.update_tag
- ID.preview_ensure
- ID.bl_rna_get_subclass
- ID.bl_rna_get_subclass_py

References

- bpy.context.speaker
- BlendData.speakers
- BlendDataSpeakers.new
- BlendDataSpeakers.remove

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