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# ScrewModifier(Modifier)

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

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

Revolve edges

## angle

Angle of revolution

### TYPE:

float in  $[-\text{inf}, \text{inf}]$ , default 6.28319

## axis

Screw axis

### TYPE:

enum in [Axis Xyz Items](#), default 'Z'

## iterations

Number of times to apply the screw operation

### TYPE:

int in  $[1, 10000]$ , default 1

## merge\_threshold

Limit below which to merge vertices

### TYPE:

float in  $[0, \text{inf}]$ , default 0.01

## object

Object to define the screw axis

### TYPE:

[Object](#)

## render\_steps

Number of steps in the revolution

### TYPE:

int in  $[1, 10000]$ , default 16

## screw\_offset

Offset the revolution along its axis

### TYPE:

float in  $[-\text{inf}, \text{inf}]$ , default 0.0

## steps

Number of steps in the revolution

### TYPE:

int in  $[1, 10000]$ , default 16

## use\_merge\_vertices

Merge adjacent vertices (screw offset must be zero)

**TYPE:**

boolean, default False

**use\_normal\_calculate**

Calculate the order of edges (needed for meshes, but not curves)

**TYPE:**

boolean, default False

**use\_normal\_flip**

Flip normals of lathed faces

**TYPE:**

boolean, default False

**use\_object\_screw\_offset**

Use the distance between the objects to make a screw

**TYPE:**

boolean, default False

**use\_smooth\_shade**

Output faces with smooth shading rather than flat shaded

**TYPE:**

boolean, default True

**use\_stretch\_u**

Stretch the U coordinates between 0 and 1 when UVs are present

**TYPE:**

boolean, default False

**use\_stretch\_v**

Stretch the V coordinates between 0 and 1 when UVs are present

**TYPE:**

boolean, default False

**classmethod bl\_ma\_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\_ma\_get\_subclass\_py(id, default=None)**

**PARAMETERS:**

**id** (*str*) – The RNA type identifier.

**RETURNS:**

The class or default when not found.

**RETURN 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`