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LineStyleColorModifier_AlongStroke(LineStyleColorModifier)

base classes — [bpy_struct](#), [LineStyleModifier](#), [LineStyleColorModifier](#)

class bpy.types.LineStyleColorModifier_AlongStroke(LineStyleColorModifier)

Change line color along stroke

blend

Specify how the modifier value is blended into the base value

TYPE:

enum in [Ramp Blend Items](#), default 'MIX'

color_ramp

Color ramp used to change line color

TYPE:

[ColorRamp](#), (readonly)

expanded

True if the modifier tab is expanded

TYPE:

boolean, default False

influence

Influence factor by which the modifier changes the property

TYPE:

float in [0, 1], default 0.0

type

Type of the modifier

TYPE:

enum in [Linestyle Color Modifier Type Items](#), default 'ALONG_STROKE', (readonly)

use

Enable or disable this modifier during stroke rendering

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:

`type`

Inherited Properties

- `bpy_struct.id_data`
- `LineStyleColorModifier.name`

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`
- `LineStyleModifier.bl_rna_get_subclass`
- `LineStyleModifier.bl_rna_get_subclass_py`
- `LineStyleColorModifier.bl_rna_get_subclass`
- `LineStyleColorModifier.bl_rna_get_subclass_py`

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MeshLoopColor(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.MeshLoopColor(bpy_struct)`

Vertex loop colors in a Mesh

color

Color in sRGB color space

TYPE:

float array of 4 items in [0, 1], default (0.0, 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.driver_add](#)
- [bpy_struct.driver_remove](#)
- [bpy_struct.get](#)
- [bpy_struct.id_properties_clear](#)
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- [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](#)
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References

- [MeshLoopColorLayer.data](#)

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MeshLoopColorLayer(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.MeshLoopColorLayer(bpy_struct)`

Layer of vertex colors in a Mesh data-block

active

Sets the layer as active for display and editing

TYPE:

boolean, default False

active_render

Sets the layer as active for rendering

TYPE:

boolean, default False

data

TYPE:

[bpy_prop_collection](#) of [MeshLoopColor](#), (readonly)

name

Name of Vertex color layer

TYPE:

string, default “”, (never None)

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

- `LoopColors.active`
- `LoopColors.remove`
- `LoopColors.new`
- `Mesh.vertex_colors`

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MeshLoops(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshLoops(bpy_struct)`

Collection of mesh loops

add(count)

add

PARAMETERS:

count (*int in $[0, inf]$*) – Count, Number of loops to add

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`

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- [Mesh.loops](#)

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MeshLoopTriangle(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.MeshLoopTriangle(bpy_struct)

Tessellated triangle in a Mesh data-block

area

Area of this triangle

TYPE:

float in [0, inf], default 0.0, (readonly)

index

Index of this loop triangle

TYPE:

int in [0, inf], default 0, (readonly)

loops

Indices of mesh loops that make up the triangle

TYPE:

int array of 3 items in [0, inf], default (0, 0, 0), (readonly)

material_index

Material slot index of this triangle

TYPE:

int in [0, inf], default 0, (readonly)

normal

Local space unit length normal vector for this triangle

TYPE:

[mathutils.Vector](#) of 3 items in [-1, 1], default (0.0, 0.0, 0.0), (readonly)

polygon_index

Index of mesh face that the triangle is a part of

TYPE:

int in [0, inf], default 0, (readonly)

split_normals

Local space unit length split normal vectors of the face corners of this triangle

TYPE:

float multi-dimensional array of 3 * 3 items in [-1, 1], default ((0.0, 0.0, 0.0), (0.0, 0.0, 0.0), (0.0, 0.0, 0.0)), (readonly)

use_smooth

TYPE:

boolean, default False, (readonly)

vertices

Indices of triangle vertices

TYPE:

int array of 3 items in [0, inf], default (0, 0, 0), (readonly)

center

The midpoint of the face.

(readonly)

edge_keys

(readonly)

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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- `Mesh.loop_triangles`

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MeshLoopTriangles(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshLoopTriangles(bpy_struct)`

Tessellation of mesh polygons into triangles

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:

type

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- `Mesh.loop_triangles`

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MeshNormalValue(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.MeshNormalValue(bpy_struct)`

Vector in a mesh normal array

vector

3D vector

TYPE:

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

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:

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](#)
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- [Mesh.corner_normals](#)
- [Mesh.vertex_normals](#)
- [Mesh.polygon_normals](#)

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MeshPolygon(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.MeshPolygon(bpy_struct)

Polygon in a Mesh data-block

area

Read only area of this face

TYPE:

float in [0, inf], default 0.0, (readonly)

center

Center of this face

TYPE:

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

hide

TYPE:

boolean, default False

index

Index of this face

TYPE:

int in [0, inf], default 0, (readonly)

loop_start

Index of the first loop of this face

TYPE:

int in [0, inf], default 0

loop_total

Number of loops used by this face

TYPE:

int in [0, inf], default 0, (readonly)

material_index

Material slot index of this face

TYPE:

int in [0, inf], default 0

normal

Local space unit length normal vector for this face

TYPE:

[mathutils.Vector](#) of 3 items in [-1, 1], default (0.0, 0.0, 0.0), (readonly)

select

TYPE:

boolean, default False

boolean, default False

use_freestyle_mark

Face mark for Freestyle line rendering

TYPE:

boolean, default False

use_smooth

TYPE:

boolean, default False

vertices

Vertex indices

TYPE:

int array of 3 items in [0, inf], default (0, 0, 0)

edge_keys

(readonly)

loop_indices

(readonly)

flip()

Invert winding of this face (flip its normal)

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:

type

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`

- [bpy_struct.driver_remove](#)
- [bpy_struct.get](#)
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- [bpy_struct.is_property_readonly](#)
- [bpy_struct.is_property_set](#)
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References

- [Mesh.polygons](#)

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MeshPolygons(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.MeshPolygons(bpy_struct)`

Collection of mesh polygons

active

The active face for this mesh

TYPE:

int in `[-inf, inf]`, default 0

add(count)

add

PARAMETERS:

count (*int in `[0, inf]`*) – Count, Number of polygons to add

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](#)
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- [bpy_struct.keys](#)
- [bpy_struct.path_from_id](#)
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- [bpy_struct.pop](#)
- [bpy_struct.property_overridable_library_get](#)

- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.property_overridable_library_set`
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MeshSequenceCacheModifier(Modifier)

base classes — [bpy_struct](#), [Modifier](#)

class bpy.types.MeshSequenceCacheModifier(Modifier)

Cache Mesh

cache_file

TYPE:

[CacheFile](#)

object_path

Path to the object in the Alembic archive used to lookup geometric data

TYPE:

string, default "", (never None)

read_data

Data to read from the cache

TYPE:

enum set in {'VERT', 'POLY', 'UV', 'COLOR'}, default {'VERT'}

use_vertex_interpolation

Allow interpolation of vertex positions

TYPE:

boolean, default True

velocity_scale

Multiplier used to control the magnitude of the velocity vectors for time effects

TYPE:

float in [0, inf], default 1.0

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:

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`

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MeshSkinVertex(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.MeshSkinVertex(bpy_struct)`

Per-vertex skin data for use with the Skin modifier

radius

Radius of the skin

TYPE:

float array of 2 items in [0, inf], default (0.0, 0.0)

use_loose

If vertex has multiple adjacent edges, it is hulled to them directly

TYPE:

boolean, default False

use_root

Vertex is a root for rotation calculations and armature generation, setting this flag does not clear other roots in the same mesh island

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.

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.items](#)
- [bpy_struct.keyframe_delete](#)
- [bpy_struct.keyframe_insert](#)

- `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.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

- `MeshSkinVertexLayer.data`

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MeshSkinVertexLayer(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.MeshSkinVertexLayer(bpy_struct)`

Per-vertex skin data for use with the Skin modifier

data

TYPE:

[bpy_prop_collection](#) of [MeshSkinVertex](#), (readonly)

name

Name of skin layer

TYPE:

string, default “”, (never None)

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](#)
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- [bpy_struct.items](#)
- [bpy_struct.keyframe_delete](#)
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- [bpy_struct.keys](#)
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- [bpy_struct.path_resolve](#)
- [bpy_struct.pop](#)
- [bpy_struct.property_overridable_library_set](#)
- [bpy_struct.property_unset](#)

- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.type_recast`
- `bpy_struct.values`

References

- `Mesh.skin_vertices`

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MeshStatVis(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.MeshStatVis(bpy_struct)

distort_max

Maximum angle to display

TYPE:

float in [0, 3.14159], default 0.785398

distort_min

Minimum angle to display

TYPE:

float in [0, 3.14159], default 0.0872665

overhang_axis

TYPE:

enum in [Object Axis Items](#), default 'NEG_Z'

overhang_max

Maximum angle to display

TYPE:

float in [0, 3.14159], default 0.785398

overhang_min

Minimum angle to display

TYPE:

float in [0, 3.14159], default 0.0

sharp_max

Maximum angle to display

TYPE:

float in [-3.14159, 3.14159], default 3.14159

sharp_min

Minimum angle to display

TYPE:

float in [-3.14159, 3.14159], default 1.5708

thickness_max

Maximum for measuring thickness

TYPE:

float in [0, 1000], default 0.1

thickness_min

Minimum for measuring thickness

TYPE:

float in [0, 10000], default 0.0

max in [0, 1000], default 0.0

thickness_samples

Number of samples to test per face

TYPE:

int in [1, 32], default 1

type

Type of data to visualize/check

TYPE:

enum in ['OVERHANG', 'THICKNESS', 'INTERSECT', 'DISTORT', 'SHARP'], default 'OVERHANG'

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

- `ToolSettings.statvis`

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MeshToVolumeModifier(Modifier)

base classes — [bpy_struct](#), [Modifier](#)

class bpy.types.MeshToVolumeModifier(Modifier)

density

Density of the new volume

TYPE:

float in [0, inf], default 0.0

interior_band_width

Width of the gradient inside of the mesh

TYPE:

float in [0, inf], default 0.0

object

Object

TYPE:

[Object](#)

resolution_mode

Mode for how the desired voxel size is specified

- `VOXEL_AMOUNT` Voxel Amount – Desired number of voxels along one axis.
- `VOXEL_SIZE` Voxel Size – Desired voxel side length.

TYPE:

enum in ['VOXEL_AMOUNT', 'VOXEL_SIZE'], default 'VOXEL_AMOUNT'

voxel_amount

Approximate number of voxels along one axis

TYPE:

int in [0, inf], default 0

voxel_size

Smaller values result in a higher resolution output

TYPE:

float in [0, inf], default 0.0

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:

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`

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MeshUVLoop(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshUVLoop(bpy_struct)`

(Deprecated) Layer of UV coordinates in a Mesh data-block

pin_uv

TYPE:

boolean, default False

select

TYPE:

boolean, default False

select_edge

TYPE:

boolean, default False

uv

TYPE:

`mathutils.Vector` of 2 items in `[-inf, inf]`, default (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.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`

- `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.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
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- `bpy_struct.type_recast`
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References

- `MeshUVLoopLayer.data`

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MeshUVLoopLayer(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.MeshUVLoopLayer(bpy_struct)

active

Set the map as active for display and editing

TYPE:

boolean, default False

active_clone

Set the map as active for cloning

TYPE:

boolean, default False

active_render

Set the UV map as active for rendering

TYPE:

boolean, default False

data

Deprecated, use 'uv', 'vertex_select', 'edge_select' or 'pin' properties instead

TYPE:

[bpy_prop_collection](#) of [MeshUVLoop](#), (readonly)

edge_selection

Selection state of the edge in the UV editor

TYPE:

[bpy_prop_collection](#) of [BoolAttributeValue](#), (readonly)

name

Name of UV map

TYPE:

string, default "", (never None)

pin

UV pinned state in the UV editor

TYPE:

[bpy_prop_collection](#) of [BoolAttributeValue](#), (readonly)

uv

UV coordinates on face corners

TYPE:

[bpy_prop_collection](#) of [Float2AttributeValue](#), (readonly)

vertex_selection

Selection state of the face corner the UV editor

TYPE:

`bpy_prop_collection` of `BoolAttributeValue`, (readonly)

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:

type

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- | | |
|--------------------------------------|------------------------------------|
| • <code>Mesh.uv_layer_clone</code> | • <code>UVLoopLayers.active</code> |
| • <code>Mesh.uv_layer_stencil</code> | • <code>UVLoopLayers.new</code> |
| • <code>Mesh.uv_layers</code> | • <code>UVLoopLayers.remove</code> |

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MeshVertex(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshVertex(bpy_struct)`

Vertex in a Mesh data-block

co

TYPE:

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

groups

Weights for the vertex groups this vertex is member of

TYPE:

`bpy_prop_collection` of `VertexGroupElement`, (readonly)

hide

TYPE:

boolean, default False

index

Index of this vertex

TYPE:

int in $[0, \text{inf}]$, default 0, (readonly)

normal

Vertex Normal

TYPE:

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

select

TYPE:

boolean, default False

undeformed_co

For meshes with modifiers applied, the coordinate of the vertex with no deforming modifiers applied, as used for generated texture coordinate

TYPE:

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

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

- `Mesh.vertices`

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MeshVertices(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.MeshVertices(bpy_struct)`

Collection of mesh vertices

add(count)

add

PARAMETERS:

count (*int in $[0, inf]$*) – Count, Number of vertices to add

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](#)
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MetaBall(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.MetaBall(ID)`

Metaball data-block to define blobby surfaces

animation_data

Animation data for this data-block

TYPE:

`AnimData`, (readonly)

cycles

Cycles mesh settings

TYPE:

`CyclesMeshSettings`, (readonly)

elements

Metaball elements

TYPE:

`MetaBallElements` `bpy_prop_collection` of `MetaElement`, (readonly)

is_editmode

True when used in editmode

TYPE:

boolean, default False, (readonly)

materials

TYPE:

`IDMaterials` `bpy_prop_collection` of `Material`, (readonly)

render_resolution

Polygonization resolution in rendering

TYPE:

float in [0.005, 10000], default 0.2

resolution

Polygonization resolution in the 3D viewport

TYPE:

float in [0.005, 10000], default 0.4

texspace_location

Texture space location

TYPE:

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

texspace_size

Texture space size

TYPE:

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

threshold

Influence of metaball elements

TYPE:

float in $[0, 5]$, default 0.6

update_method

Metaball edit update behavior

- `UPDATE_ALWAYS` Always – While editing, update metaball always.
- `HALFRES` Half – While editing, update metaball in half resolution.
- `FAST` Fast – While editing, update metaball without polygonization.
- `NEVER` Never – While editing, don't update metaball at all.

TYPE:

enum in `['UPDATE_ALWAYS', 'HALFRES', 'FAST', 'NEVER']`, default `'UPDATE_ALWAYS'`

use_auto_texspace

Adjust active object's texture space automatically when transforming object

TYPE:

boolean, default True

transform(matrix)

Transform metaball elements by a matrix

PARAMETERS:

matrix (`mathutils.Matrix` of $4 * 4$ items in $[-\text{inf}, \text{inf}]$) – Matrix

update_gpu_tag()

update_gpu_tag

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_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `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.meta_ball`
- `BlendDataMetaBalls.new`
- `BlendData.metaballs`
- `BlendDataMetaBalls.remove`

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MetaBallElements(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.MetaBallElements(bpy_struct)`

Collection of metaball elements

active

Last selected element

TYPE:

[MetaElement](#), (readonly)

new(*, type='BALL')

Add a new element to the metaball

PARAMETERS:

type (enum in [Metaelem Type Items](#), (optional)) – Type for the new metaball element

RETURNS:

The newly created metaball element

RETURN TYPE:

[MetaElement](#)

remove(element)

Remove an element from the metaball

PARAMETERS:

element ([MetaElement](#), (never None)) – The element to remove

clear()

Remove all elements from the metaball

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

- `MetaBall.elements`

[Skip to content](#)

MetaElement(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MetaElement(bpy_struct)`

Blobby element in a metaball data-block

co

TYPE:

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

hide

Hide element

TYPE:

boolean, default `False`

radius

TYPE:

float in `[0, inf]`, default `0.0`

rotation

Normalized quaternion rotation

TYPE:

`mathutils.Quaternion` rotation of 4 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0, 0.0)`

select

Select element

TYPE:

boolean, default `False`

size_x

Size of element, use of components depends on element type

TYPE:

float in `[0, 20]`, default `0.0`

size_y

Size of element, use of components depends on element type

TYPE:

float in `[0, 20]`, default `0.0`

size_z

Size of element, use of components depends on element type

TYPE:

float in `[0, 20]`, default `0.0`

stiffness

Stiffness defines how much of the element to fill

TYPE:

float in `[0, 10]`, default `0.0`

float in [0, 10], default 0.0

type

Metaball type

TYPE:

enum in [Metaball Type Items](#), default 'BALL'

use_negative

Set metaball as negative one

TYPE:

boolean, default False

use_scale_stiffness

Scale stiffness instead of radius

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:

[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.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.is_property_override_active](#)
- [bpy_struct.is_property_readonly](#)
- [bpy_struct.is_property_set](#)
- [bpy_struct.property_unset](#)
- [bpy_struct.type_recast](#)
- [bpy_struct.values](#)

References

- [MetaBall.elements](#)
- [MetaBallElements.new](#)
- [MetaBallElements.active](#)
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MetaStrip(Strip)

base classes — [bpy_struct](#), [Strip](#)

class bpy.types.MetaStrip(Strip)

Sequence strip to group other strips as a single sequence strip

alpha_mode

Representation of alpha information in the RGBA pixels

- `STRAIGHT` Straight – RGB channels in transparent pixels are unaffected by the alpha channel.
- `PREMUL` Premultiplied – RGB channels in transparent pixels are multiplied by the alpha channel.

TYPE:

enum in ['STRAIGHT', 'PREMUL'], default 'STRAIGHT'

animation_offset_end

Animation end offset (trim end)

TYPE:

int in [0, inf], default 0

animation_offset_start

Animation start offset (trim start)

TYPE:

int in [0, inf], default 0

channels

TYPE:

[bpy_prop_collection](#) of [SequenceTimelineChannel](#), (readonly)

color_multiply

TYPE:

float in [0, 20], default 1.0

color_saturation

Adjust the intensity of the input's color

TYPE:

float in [0, 20], default 1.0

crop

TYPE:

[StripCrop](#), (readonly)

multiply_alpha

Multiply alpha along with color channels

TYPE:

boolean, default False

proxy

TYPE:

[StripProxy](#), (readonly)

sequences

(Deprecated: Replaced by ‘.strips’) Strips nested in meta strip

TYPE:

`StripsMeta bpy_prop_collection` of `Strip`, (readonly)

strips

Strips nested in meta strip

TYPE:

`StripsMeta bpy_prop_collection` of `Strip`, (readonly)

strobe

Only display every nth frame

TYPE:

float in [1, 30], default 0.0

transform

TYPE:

`StripTransform`, (readonly)

use_deinterlace

Remove fields from video movies

TYPE:

boolean, default False

use_flip_x

Flip on the X axis

TYPE:

boolean, default False

use_flip_y

Flip on the Y axis

TYPE:

boolean, default False

use_float

Convert input to float data

TYPE:

boolean, default False

use_proxy

Use a preview proxy and/or time-code index for this strip

TYPE:

boolean, default False

use_reverse_frames

Reverse frame order

TYPE:

boolean, default False

separate()

Separate meta

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`
- `Strip.name`
- `Strip.type`
- `Strip.select`
- `Strip.select_left_handle`
- `Strip.select_right_handle`
- `Strip.mute`
- `Strip.lock`
- `Strip.frame_final_duration`
- `Strip.frame_duration`
- `Strip.frame_start`
- `Strip.frame_final_start`
- `Strip.frame_final_end`
- `Strip.frame_offset_start`
- `Strip.frame_offset_end`
- `Strip.channel`
- `Strip.use_linear_modifiers`
- `Strip.blend_type`
- `Strip.blend_alpha`
- `Strip.effect_fader`
- `Strip.use_default_fade`
- `Strip.color_tag`
- `Strip.modifiers`
- `Strip.use_cache_raw`
- `Strip.use_cache_preprocessed`
- `Strip.use_cache_composite`
- `Strip.override_cache_settings`
- `Strip.show_retiming_keys`

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.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`
- `Strip.strip_elem_from_frame`

- [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](#)
- [Strip.swap](#)
- [Strip.move_to_meta](#)
- [Strip.parent_meta](#)
- [Strip.invalidate_cache](#)
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MirrorModifier(Modifier)

base classes — [bpy_struct](#), [Modifier](#)

class bpy.types.MirrorModifier(Modifier)

Mirroring modifier

bisect_threshold

Distance from the bisect plane within which vertices are removed

TYPE:

float in [0, inf], default 0.001

merge_threshold

Distance within which mirrored vertices are merged

TYPE:

float in [0, inf], default 0.001

mirror_object

Object to use as mirror

TYPE:

[Object](#)

mirror_offset_u

Amount to offset mirrored UVs flipping point from the 0.5 on the U axis

TYPE:

float in [-1, 1], default 0.0

mirror_offset_v

Amount to offset mirrored UVs flipping point from the 0.5 point on the V axis

TYPE:

float in [-1, 1], default 0.0

offset_u

Mirrored UV offset on the U axis

TYPE:

float in [-10000, 10000], default 0.0

offset_v

Mirrored UV offset on the V axis

TYPE:

float in [-10000, 10000], default 0.0

use_axis

Enable axis mirror

TYPE:

boolean array of 3 items, default (False, False, False)

use_bisect_axis

Cuts the mesh across the mirror plane

TYPE:

boolean array of 3 items, default (False, False, False)

use_bisect_flip_axis

Flips the direction of the slice

TYPE:

boolean array of 3 items, default (False, False, False)

use_clip

Prevent vertices from going through the mirror during transform

TYPE:

boolean, default False

use_mirror_merge

Merge vertices within the merge threshold

TYPE:

boolean, default True

use_mirror_u

Mirror the U texture coordinate around the flip offset point

TYPE:

boolean, default False

use_mirror_udim

Mirror the texture coordinate around each tile center

TYPE:

boolean, default False

use_mirror_v

Mirror the V texture coordinate around the flip offset point

TYPE:

boolean, default False

use_mirror_vertex_groups

Mirror vertex groups (e.g. .R->.L)

TYPE:

boolean, default True

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:

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`

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Modifier(bpy_struct)

base class — [bpy_struct](#)

subclasses — [ArmatureModifier](#), [ArrayModifier](#), [BevelModifier](#), [BooleanModifier](#), [BuildModifier](#), [CastModifier](#), [ClothModifier](#), [CollisionModifier](#), [CorrectiveSmoothModifier](#), [CurveModifier](#), [DataTransferModifier](#), [DecimateModifier](#), [DisplaceModifier](#), [DynamicPaintModifier](#), [EdgeSplitModifier](#), [ExplodeModifier](#), [FluidModifier](#), [GreasePencilArmatureModifier](#), [GreasePencilArrayModifier](#), [GreasePencilBuildModifier](#), [GreasePencilColorModifier](#), [GreasePencilDashModifierData](#), [GreasePencilEnvelopeModifier](#), [GreasePencilHookModifier](#), [GreasePencilLatticeModifier](#), [GreasePencilLengthModifier](#), [GreasePencilLineartModifier](#), [GreasePencilMirrorModifier](#), [GreasePencilMultiplyModifier](#), [GreasePencilNoiseModifier](#), [GreasePencilOffsetModifier](#), [GreasePencilOpacityModifier](#), [GreasePencilOutlineModifier](#), [GreasePencilShrinkwrapModifier](#), [GreasePencilSimplifyModifier](#), [GreasePencilSmoothModifier](#), [GreasePencilSubdivModifier](#), [GreasePencilTextureModifier](#), [GreasePencilThickModifierData](#), [GreasePencilTimeModifier](#), [GreasePencilTintModifier](#), [GreasePencilWeightAngleModifier](#), [GreasePencilWeightProximityModifier](#), [HookModifier](#), [LaplacianDeformModifier](#), [LaplacianSmoothModifier](#), [LatticeModifier](#), [MaskModifier](#), [MeshCacheModifier](#), [MeshDeformModifier](#), [MeshSequenceCacheModifier](#), [MeshToVolumeModifier](#), [MirrorModifier](#), [MultiresModifier](#), [NodesModifier](#), [NormalEditModifier](#), [OceanModifier](#), [ParticleInstanceModifier](#), [ParticleSystemModifier](#), [RemeshModifier](#), [ScrewModifier](#), [ShrinkwrapModifier](#), [SimpleDeformModifier](#), [SkinModifier](#), [SmoothModifier](#), [SoftBodyModifier](#), [SolidifyModifier](#), [SubsurfModifier](#), [SurfaceDeformModifier](#), [SurfaceModifier](#), [TriangulateModifier](#), [UVProjectModifier](#), [UVWarpModifier](#), [VertexWeightEditModifier](#), [VertexWeightMixModifier](#), [VertexWeightProximityModifier](#), [VolumeDisplaceModifier](#), [VolumeToMeshModifier](#), [WarpModifier](#), [WaveModifier](#), [WeightedNormalModifier](#), [WeldModifier](#), [WireframeModifier](#)

class `bpy.types.Modifier(bpy_struct)`

Modifier affecting the geometry data of an object

execution_time

Time in seconds that the modifier took to evaluate. This is only set on evaluated objects. If multiple modifiers run in parallel, execution time is not a reliable metric.

TYPE:

float in `[-inf, inf]`, default `0.0`, (readonly)

is_active

The active modifier in the list

TYPE:

boolean, default `False`

is_override_data

In a local override object, whether this modifier comes from the linked reference object, or is local to the override

TYPE:

boolean, default `False`, (readonly)

name

Modifier name

TYPE:

string, default `""`, (never `None`)

persistent_uid

Uniquely identifies the modifier within the modifier stack that it is part of

TYPE:

int in [-inf, inf], default 0, (readonly)

show_expanded

Set modifier expanded in the user interface

TYPE:

boolean, default False

show_in_editmode

Display modifier in Edit mode

TYPE:

boolean, default False

show_on_cage

Adjust edit cage to modifier result

TYPE:

boolean, default False

show_render

Use modifier during render

TYPE:

boolean, default False

show_viewport

Display modifier in viewport

TYPE:

boolean, default False

type

TYPE:

enum in [Object Modifier Type Items](#), default 'GREASE_PENCIL_VERTEX_WEIGHT_PROXIMITY', (readonly)

use_apply_on_spline

Apply this and all preceding deformation modifiers on splines' points rather than on filled curve/surface

TYPE:

boolean, default False

use_pin_to_last

Keep the modifier at the end of the list

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_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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- | | |
|---------------------------------------|---------------------------------------|
| • <code>Object.modifiers</code> | • <code>ObjectModifiers.new</code> |
| • <code>ObjectModifiers.active</code> | • <code>ObjectModifiers.remove</code> |

ModifierViewerPathElem(ViewerPathElem)

base classes — `bpy_struct`, `ViewerPathElem`

class `bpy.types.ModifierViewerPathElem(ViewerPathElem)`

modifier_name

TYPE:

string, default ‘’, (never None)

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`
- `ViewerPathElem.type`
- `ViewerPathElem.ui_name`

Inherited Functions

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.values</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>ViewerPathElem.bl_rna_get_subclass</code> |
| • <code>bpy_struct.items</code> | • <code>ViewerPathElem.bl_rna_get_subclass_py</code> |

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MotionPath(bpy_struct)

base class — `bpy_struct`

class bpy.types.MotionPath(bpy_struct)

Cache of the world-space positions of an element over a frame range

color

Custom color for motion path before the current frame

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0)

color_post

Custom color for motion path after the current frame

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0)

frame_end

End frame of the stored range

TYPE:

int in [-inf, inf], default 0, (readonly)

frame_start

Starting frame of the stored range

TYPE:

int in [-inf, inf], default 0, (readonly)

is_modified

Path is being edited

TYPE:

boolean, default False

length

Number of frames cached

TYPE:

int in [-inf, inf], default 0, (readonly)

line_thickness

Line thickness for motion path

TYPE:

int in [1, 6], default 0

lines

Use straight lines between keyframe points

TYPE:

boolean, default False

points

Cached positions per frame

TYPE:

`bpy_prop_collection` of `MotionPathVert`, (readonly)

use_bone_head

For PoseBone paths, use the bone head location when calculating this path

TYPE:

boolean, default False, (readonly)

use_custom_color

Use custom color for this motion path

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:

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

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