SCENE_UL_gltf2_filter_action(UIList)

base classes — bpy_struct , UIList

class bpy.types.**SCENE_UL_gltf2_filter_action(UIList)**

draw_item(context, layout, data, item, icon, active_data, active_propname, index)

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
- UIList.bl_idname
- UIList.list_id
- UIList.layout_type
- UIList.use_filter_show
- UIList.filter_name
- UIList.use_filter_invert
- UIList.use_filter_sort_alpha
- UIList.use_filter_sort_reverse
- UIList.use_filter_sort_lock
- UIList.bitflag_filter_item

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.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- UIList.draw_item
- UIList.draw_filter
- UIList.filter_items
- UIList.append
- UIList.is_extended
- UIList.prepend

- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id

- UIList.remove
- UIList.bl_rna_get_subclass
- UIList.bl_rna_get_subclass_py

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