BoneColor(bpy_struct)

base class — `bpy_struct`

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

> Theme color or custom color of a bone

> **custom**
>
> > The custom bone colors, used when palette is 'CUSTOM'
> >
> > **TYPE:**
> >
> > > `ThemeBoneColorSet` , (readonly, never None)

> **is_custom**
>
> > A color palette is user-defined, instead of using a theme-defined one
> >
> > **TYPE:**
> >
> > > boolean, default False, (readonly)

> **palette**
>
> > Color palette to use
> >
> > **TYPE:**
> >
> > > enum in ['DEFAULT', 'THEME01', 'THEME02', 'THEME03', 'THEME04', 'THEME05', 'THEME06', 'THEME07', 'THEME08'
> > > 'THEME09', 'THEME10', 'THEME11', 'THEME12', 'THEME13', 'THEME14', 'THEME15', 'THEME16', 'THEME17',
> > > 'THEME18', 'THEME19', 'THEME20', 'CUSTOM'], default 'DEFAULT'

> **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.items`

- `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.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

- `Bone.color`
- `EditBone.color`
- `PoseBone.color`