MaterialSlot(bpy_struct)

base class — `bpy_struct`

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

> Material slot in an object
>
> **link**
>
>> Link material to object or the object's data
>>
>> **TYPE:**
>>
>>> enum in ['OBJECT', 'DATA'], default 'DATA'
>
> **material**
>
>> Material data-block used by this material slot
>>
>> **TYPE:**
>>
>>> `Material`
>
> **name**
>
>> Material slot name
>>
>> **TYPE:**
>>
>>> string, default "", (readonly, never None)
>
> **slot_index**
>
>> **TYPE:**
>>
>>> int in [-inf, inf], default 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

- `bpy.context.material_slot`
- `Object.material_slots`

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