MESH_UL_shape_keys(UIList)

```
base classes — bpy_struct, UIList
class bpy.types.MESH UL shape keys(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

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• bpy_struct.path_from_id

MESH_UL_color_attributes_selector(UIList)

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

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