

[Skip to content](#)

LoopColors(bpy_struct)

base class — `bpy_struct`

class `bpy.types.LoopColors(bpy_struct)`

Collection of vertex colors

active

Active vertex color layer

TYPE:

`MeshLoopColorLayer`

active_index

Active vertex color index

TYPE:

int in [0, inf], default 0

new(*, name='Col', do_init=True)

Add a vertex color layer to Mesh

PARAMETERS:

- **name** (*string, (optional, never None)*) – Vertex color name
- **do_init** (*boolean, (optional)*) – Whether new layer's data should be initialized by copying current active one

RETURNS:

The newly created layer

RETURN TYPE:

`MeshLoopColorLayer`

remove(layer)

Remove a vertex color layer

PARAMETERS:

layer (`MeshLoopColorLayer`, (never None)) – The layer to remove

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

- `Mesh.vertex_colors`