## MASK\_UL\_layers(UIList)

```
base classes — bpy_struct, UIList
class bpy.types.MASK UL layers(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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