MESH_UL_color_attributes(UIList)

base classes — `bpy_struct`, `UIList`

class bpy.types.**MESH_UL_color_attributes(UIList)**

>   **draw_item(_context, layout, data, attribute, _icon, _active_data, _active_propname, _index)**

>   **filter_items(_context, data, property)**

>   **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.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`

- bpy_struct.is_property_set
- bpy_struct.items
- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id

- UIList.is_extended
- UIList.prepend
- UIList.remove
- UIList.bl_rna_get_subclass
- UIList.bl_rna_get_subclass_py