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# ColorRampElement(bpy\_struct)

base class — [bpy\\_struct](#)

**class** `bpy.types.ColorRampElement(bpy_struct)`

Element defining a color at a position in the color ramp

## alpha

Set alpha of selected color stop

### TYPE:

float in [0, inf], default 0.0

## color

Set color of selected color stop

### TYPE:

float array of 4 items in [0, inf], default (0.0, 0.0, 0.0, 0.0)

## position

Set position of selected color stop

### TYPE:

float in [0, 1], default 0.0

**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.items](#)
- [bpy\\_struct.keyframe\\_delete](#)
- [bpy\\_struct.keyframe\\_insert](#)

- 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.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

- [ColorRamp.elements](#)
- [ColorRampElements.remove](#)
- [ColorRampElements.new](#)

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