

[Skip to content](#)

# ThemeSpaceGradient(bpy\_struct)

base class — `bpy_struct`

**class** bpy.types.ThemeSpaceGradient(bpy\_struct)

**button**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**button\_text**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**button\_text\_hi**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**button\_title**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**execution\_buts**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**gradients**

**TYPE:**

`ThemeGradientColors`, (readonly, never None)

**header**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**header\_text**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**header\_text\_hi**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**navigation\_bar**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**panelcolors**

**TYPE:**

`ThemePanelColors`, (readonly, never None)

**tab\_active**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **tab\_back**

##### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

#### **tab\_inactive**

##### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **tab\_outline**

##### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

#### **text**

##### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **text\_hi**

##### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **title**

##### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 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.items`
- `bpy_struct.keyframe delete`

- 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

- ThemeView3D.space