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UDIMTiles(bpy_struct)

base class — `bpy_struct`

class `bpy.types.UDIMTiles(bpy_struct)`

Collection of UDIM tiles

active

Active Image Tile

TYPE:

`UDIMTile`, (never None)

active_index

Active index in tiles array

TYPE:

int in [0, inf], default 0

new(tile_number, *, label="")

Add a tile to the image

PARAMETERS:

- **tile_number** (*int in [1, inf]*) – Number of the newly created tile
- **label** (*string, (optional, never None)*) – Optional label for the tile

RETURNS:

Newly created image tile

RETURN TYPE:

`UDIMTile`

get(tile_number)

Get a tile based on its tile number

PARAMETERS:

tile_number (*int in [0, inf]*) – Number of the tile

RETURNS:

The tile

RETURN TYPE:

`UDIMTile`

remove(tile)

Remove an image tile

PARAMETERS:

tile (`UDIMTile`, (never None)) – Image tile to remove

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_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

- | | |
|-----------------------------------------------------------|------------------------------------------------------------|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- `Image.tiles`