AttributeGroupMesh(bpy_struct)

base class — `bpy_struct`

class bpy.types.**AttributeGroupMesh(bpy_struct)**

Group of geometry attributes

active

Active attribute

TYPE:

`Attribute`

active_color

Active color attribute for display and editing

TYPE:

`Attribute`

active_color_index

Active color attribute index

TYPE:

int in [-inf, inf], default 0

active_color_name

The name of the active color attribute for display and editing

TYPE:

string, default "", (never None)

active_index

Active attribute index or -1 when none are active

TYPE:

int in [-1, inf], default 0

default_color_name

The name of the default color attribute used as a fallback for rendering

TYPE:

string, default "", (never None)

render_color_index

The index of the color attribute used as a fallback for rendering

TYPE:

int in [-inf, inf], default 0

new(name, type, domain)

Add attribute to geometry

PARAMETERS:

- **name** (*string, (never None)*) – Name, Name of geometry attribute
- **type** (enum in Attribute Type Items) – Type, Attribute type
- **domain** (enum in Attribute Domain Items) – Domain, Type of element that attribute is stored on

RETURNS:

New geometry attribute

RETURN TYPE:

`Attribute`

remove(attribute)

Remove attribute from geometry

PARAMETERS:

attribute (`Attribute`, (never None)) – Geometry Attribute

domain_size(domain)

Get the size of a given domain

PARAMETERS:

domain (enum in Attribute Domain Items) – Domain, Type of element that attribute is stored on

RETURNS:

Size, Size of the domain

RETURN TYPE:

int in [0, inf]

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.get`
- `bpy_struct.id_properties_clear`

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

- [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](#)

References

- [Mesh.attributes](#)
- [Mesh.color_attributes](#)

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