UDIMTile(bpy_struct)

base class — `bpy_struct`

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

Properties of the UDIM tile

channels

Number of channels in the tile pixels buffer

TYPE:

int in [0, inf], default 0, (readonly)

generated_color

Fill color for the generated image

TYPE:

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

generated_height

Generated image height

TYPE:

int in [1, 65536], default 0

generated_type

Generated image type

TYPE:

enum in Image Generated Type Items, default 'BLANK'

generated_width

Generated image width

TYPE:

int in [1, 65536], default 0

is_generated_tile

Is this image tile generated

TYPE:

boolean, default False, (readonly)

label

Tile label

TYPE:

string, default "", (never None)

number

Number of the position that this tile covers

TYPE:

int in [-inf, inf], default 0

size

Width and height of the tile buffer in pixels, zero when image data can't be loaded

TYPE:

int array of 2 items in [-inf, inf], default (0, 0), (readonly)

use_generated_float

Generate floating-point buffer

TYPE:

boolean, default False

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.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.items`
- `bpy_struct.keyframe_delete`
- `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

- `Image.tiles`
  - `UDIMTiles.new`

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