## RENDER\_UL\_renderviews(UIList)

```
base classes — bpy_struct, UIList
class bpy.types.RENDER UL renderviews(UIList)
     draw item( context, layout, data, item, icon, active data, active propname, index)
    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
- UIList.bl\_idname
- UIList.list\_id
- UIList.layout\_type
- UIList.use\_filter\_show
- UIList.filter\_name
- UIList.use filter invert
- UIList.use\_filter\_sort\_alpha
- UIList.use\_filter\_sort\_reverse
- UIList.use filter sort lock
- UIList.bitflag\_filter\_item

## **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.path resolve
- bpy struct.pop
- bpy\_struct.property\_overridable\_library\_set
- bpy\_struct.property\_unset
- bpy struct.type recast
- bpy\_struct.values
- UIList.draw item
- UIList.draw\_filter
- UIList.filter\_items
- UIList.append
- UIList.is extended
- UIList.prepend

- bpy\_struct.keyframe\_delete
- bpy\_struct.keyframe\_insert
- bpy\_struct.keys

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• bpy\_struct.path\_from\_id

- UIList.remove
- UIList.bl\_rna\_get\_subclass
- UIList.bl\_rna\_get\_subclass\_py

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