# ThemeWidgetColors(bpy\_struct)

```
base class — bpy_struct
class bpy.types.ThemeWidgetColors(bpy_struct)
     Theme settings for widget color sets
     inner
         TYPE:
               float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
     inner_sel
         TYPE:
               float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
     item
          TYPE:
               float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
     outline
          TYPE:
               float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
     roundness
         Amount of edge rounding
         TYPE:
               float in [0, 1], default 0.0
     shadedown
          TYPE:
               int in [-100, 100], default 0
     shadetop
         TYPE:
               int in [-100, 100], default 0
     show shaded
          TYPE:
               boolean, default False
     text
         TYPE:
               mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
     text sel
         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.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.property\_unset
- 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.type recast
- bpy struct.values

## References

- ThemeUserInterface.wcol\_box ThemeUserInterface.wcol\_pulldown
- ThemeUserInterface.wcol menu ThemeUserInterface.wcol regular
- ThemeUserInterface.wcol menu back ThemeUserInterface.wcol scroll
- ThemeUserInterface.wcol\_menu\_item ThemeUserInterface.wcol\_tab
- ThemeUserInterface.wcol num ThemeUserInterface.wcol text
- ThemeUserInterface.wcol numslider ThemeUserInterface.wcol toggle
- ThemeUserInterface.wcol option ThemeUserInterface.wcol tool

- ThemeUserInterface.wcol list item ThemeUserInterface.wcol radio
- ThemeUserInterface.wcol pie menu ThemeUserInterface.wcol toolbar item
- ThemeUserInterface.wcol\_progress ThemeUserInterface.wcol\_tooltip

ThemeView3D(bpy\_struct)
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