UVLoopLayers(bpy_struct)

base class — `bpy_struct`

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

Collection of UV map layers

active

Active UV Map layer

TYPE:

`MeshUVLoopLayer`

active_index

Active UV map index

TYPE:

int in [0, inf], default 0

new(*, name='UVMap', do_init=True)

Add a UV map layer to Mesh

PARAMETERS:

- **name** (*string, (optional, never None)*) – UV map name
- **do_init** (*boolean, (optional)*) – Whether new layer's data should be initialized by copying current active one, or if none is active, with a default UVmap

RETURNS:

The newly created layer

RETURN TYPE:

`MeshUVLoopLayer`

remove(layer)

Remove a vertex color layer

PARAMETERS:

layer (`MeshUVLoopLayer`, (never None)) – The layer 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_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

- Mesh.uv_layers