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Opens a pop-up window showing the name of the active attribute as well as the value of that attribute for the active element (vertex/edge/face). From there, you can change the value to apply it to all selected elements.

The "active" attribute is the one last selected in the Data tab of the Properties editor. It could be a UV Map, a Color Attribute, or a generic Attribute.

See also

Attribute values can be viewed in the Spreadsheet editor.

Previous Shading

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