MATERIAL_UL_matslots(UIList)

base classes — `bpy_struct`, `UIList`

class bpy.types.**MATERIAL_UL_matslots(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`
- `bpy_struct.path_from_id`

- `UIList.remove`
- `UIList.bl_rna_get_subclass`
- `UIList.bl_rna_get_subclass_py`

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