

[Skip to content](#)

MeshUVLoopLayer(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.MeshUVLoopLayer(bpy_struct)

active

Set the map as active for display and editing

TYPE:

boolean, default False

active_clone

Set the map as active for cloning

TYPE:

boolean, default False

active_render

Set the UV map as active for rendering

TYPE:

boolean, default False

data

Deprecated, use 'uv', 'vertex_select', 'edge_select' or 'pin' properties instead

TYPE:

[bpy_prop_collection](#) of [MeshUVLoop](#), (readonly)

edge_selection

Selection state of the edge in the UV editor

TYPE:

[bpy_prop_collection](#) of [BoolAttributeValue](#), (readonly)

name

Name of UV map

TYPE:

string, default "", (never None)

pin

UV pinned state in the UV editor

TYPE:

[bpy_prop_collection](#) of [BoolAttributeValue](#), (readonly)

uv

UV coordinates on face corners

TYPE:

[bpy_prop_collection](#) of [Float2AttributeValue](#), (readonly)

vertex_selection

Selection state of the face corner the UV editor

TYPE:

`bpy_prop_collection` of `BoolAttributeValue`, (readonly)

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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

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| • <code>Mesh.uv_layer_clone</code> | • <code>UVLoopLayers.active</code> |
| • <code>Mesh.uv_layer_stencil</code> | • <code>UVLoopLayers.new</code> |
| • <code>Mesh.uv_layers</code> | • <code>UVLoopLayers.remove</code> |

