Preferences(bpy_struct)

base class — `bpy_struct`

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

Global preferences

active_section

Preferences

TYPE:

enum in Preference Section Items, default 'INTERFACE'

addons

TYPE:

`Addons` `bpy_prop_collection` of `Addon` , (readonly)

app_template

TYPE:

string, default '', (never None)

apps

Preferences that work only for apps

TYPE:

`PreferencesApps` , (readonly, never None)

autoexec_paths

TYPE:

`PathCompareCollection` `bpy_prop_collection` of `PathCompare` , (readonly)

edit

Settings for interacting with Blender data

TYPE:

`PreferencesEdit` , (readonly, never None)

experimental

Settings for features that are still early in their development stage

TYPE:

`PreferencesExperimental` , (readonly, never None)

extensions

Settings for extensions

TYPE:

`PreferencesExtensions` , (readonly, never None)

filepaths

Default paths for external files

TYPE:

`PreferencesFilePaths` , (readonly, never None)

inputs

Settings for input devices

TYPE:

`PreferencesInput` , (readonly, never None)

is_dirty

Preferences have changed

TYPE:

boolean, default False

keymap

Shortcut setup for keyboards and other input devices

TYPE:

`PreferencesKeymap` , (readonly, never None)

studio_lights

TYPE:

`StudioLights bpy_prop_collection` of `StudioLight` , (readonly)

system

Graphics driver and operating system settings

TYPE:

`PreferencesSystem` , (readonly, never None)

themes

TYPE:

`bpy_prop_collection` of `Theme` , (readonly)

ui_styles

TYPE:

`bpy_prop_collection` of `ThemeStyle` , (readonly)

use_preferences_save

Save preferences on exit when modified (unless factory settings have been loaded)

TYPE:

boolean, default True

use_recent_searches

Sort the recently searched items at the top

TYPE:

boolean, default True

version

Version of Blender the userpref.blend was saved with

TYPE:

int array of 3 items in [0, inf], default (0, 0, 0), (readonly)

view

Preferences related to viewing data

TYPE:

> `PreferencesView` , (readonly, never None)

   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

- `Context.preferences`

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