Ed Operators

bpy.ops.ed.**flush_edits()**

> Flush edit data from active editing modes

bpy.ops.ed.**lib_id_fake_user_toggle()**

> Save this data-block even if it has no users

bpy.ops.ed.**lib_id_generate_preview()**

> Create an automatic preview for the selected data-block

bpy.ops.ed.**lib_id_generate_preview_from_object()**

> Create a preview for this asset by rendering the active object

bpy.ops.ed.**lib_id_load_custom_preview(*, filepath='', hide_props_region=True, check_existing=False, filter_blender=False, filter_backup=False, filter_image=True, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, show_multiview=False, use_multiview=False, display_type='DEFAULT', sort_method='')**

> Choose an image to help identify the data-block visually

> **PARAMETERS:**
>
> - **filepath** (*string, (optional, never None)*) – File Path, Path to file
> - **hide_props_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
> - **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
> - **filter_blender** (*boolean, (optional)*) – Filter .blend files
> - **filter_backup** (*boolean, (optional)*) – Filter .blend files
> - **filter_image** (*boolean, (optional)*) – Filter image files
> - **filter_movie** (*boolean, (optional)*) – Filter movie files
> - **filter_python** (*boolean, (optional)*) – Filter Python files
> - **filter_font** (*boolean, (optional)*) – Filter font files
> - **filter_sound** (*boolean, (optional)*) – Filter sound files
> - **filter_text** (*boolean, (optional)*) – Filter text files
> - **filter_archive** (*boolean, (optional)*) – Filter archive files
> - **filter_btx** (*boolean, (optional)*) – Filter btx files
> - **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
> - **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
> - **filter_usd** (*boolean, (optional)*) – Filter USD files
> - **filter_obj** (*boolean, (optional)*) – Filter OBJ files
> - **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
> - **filter_folder** (*boolean, (optional)*) – Filter folders
> - **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
> - **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
> - **show_multiview** (*boolean, (optional)*) – Enable Multi-View
> - **use_multiview** (*boolean, (optional)*) – Use Multi-View
> - **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type
>
>   - DEFAULT Default – Automatically determine display type for files.
>   - LIST_VERTICAL Short List – Display files as short list.
>   - LIST_HORIZONTAL Long List – Display files as a detailed list.

- $\circ$ `LIST_HORIZONTAL` Long List – Display files as a detailed list.
  - $\circ$ `THUMBNAIL` Thumbnails – Display files as thumbnails.
- **sort_method** (*enum in [], (optional)*) – File sorting mode

bpy.ops.ed.**lib_id_override_editable_toggle()**

Set if this library override data-block can be edited

bpy.ops.ed.**lib_id_remove_preview()**

Remove the preview of this data-block

bpy.ops.ed.**lib_id_unlink()**

Remove a usage of a data-block, clearing the assignment

bpy.ops.ed.**redo()**

Redo previous action

bpy.ops.ed.**undo()**

Undo previous action

bpy.ops.ed.**undo_history(*, item=0)**

Redo specific action in history

PARAMETERS:

item (*int in [0, inf], (optional)*) – Item

bpy.ops.ed.**undo_push(*, message='Add an undo step *function may be moved*')**

Add an undo state (internal use only)

PARAMETERS:

message (*string, (optional, never None)*) – Undo Message

bpy.ops.ed.**undo_redo()**

Undo and redo previous action