

# Property Flag Items

## **HIDDEN:**

Hidden.

For operators: hide from places in the user interface where Blender would add the property automatically, like Adjust Last Operation. Also this property is not written to presets..

## **SKIP\_SAVE:**

Skip Save.

For operators: the value of this property will not be remembered between invocations of the operator; instead, each invocation will start by using the default value. Also this property is not written to presets..

## **SKIP\_PRESET:**

Skip Preset.

Do not write in presets.

## **ANIMATABLE:**

Animatable.

## **LIBRARY\_EDITABLE:**

Library Editable.

This property can be edited, even when it is used on linked data (which normally is read-only). Note that edits to the property will not be saved to the blend file..

## **PROPORTIONAL:**

Adjust values proportionally to each other.

## **TEXTEDIT\_UPDATE:**

Update on every keystroke in textedit 'mode'.

## **OUTPUT\_PATH:**

Output Path.