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Property(bpy_struct)

base class — [bpy_struct](#)

subclasses — [BoolProperty](#), [CollectionProperty](#), [EnumProperty](#), [FloatProperty](#), [IntProperty](#), [PointerProperty](#), [StringProperty](#)

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

RNA property definition

description

Description of the property for tooltips

TYPE:

string, default “”, (readonly, never None)

icon

Icon of the item

TYPE:

enum in [Icon Items](#), default ‘NONE’, (readonly)

identifier

Unique name used in the code and scripting

TYPE:

string, default “”, (readonly, never None)

is_animatable

Property is animatable through RNA

TYPE:

boolean, default False, (readonly)

is_argument_optional

True when the property is optional in a Python function implementing an RNA function

TYPE:

boolean, default False, (readonly)

is_enum_flag

True when multiple enums

TYPE:

boolean, default False, (readonly)

is_hidden

True when the property is hidden

TYPE:

boolean, default False, (readonly)

is_library_editable

Property is editable from linked instances (changes not saved)

TYPE:

boolean, default False, (readonly)

is_never_none

True when this value can't be set to None

TYPE:

boolean, default False, (readonly)

is_output

True when this property is an output value from an RNA function

TYPE:

boolean, default False, (readonly)

is_overridable

Property is overridable through RNA

TYPE:

boolean, default False, (readonly)

is_path_output

Property is a filename, filepath or directory output

TYPE:

boolean, default False, (readonly)

is_readonly

Property is editable through RNA

TYPE:

boolean, default False, (readonly)

is_registered

Property is registered as part of type registration

TYPE:

boolean, default False, (readonly)

is_registered_optional

Property is optionally registered as part of type registration

TYPE:

boolean, default False, (readonly)

is_required

False when this property is an optional argument in an RNA function

TYPE:

boolean, default False, (readonly)

is_runtime

Property has been dynamically created at runtime

TYPE:

boolean, default False, (readonly)

is_skip_preset

True when the property is not saved in presets

TYPE:

boolean, default False, (readonly)

is_skip_save

True when the property uses ghost values

TYPE:

boolean, default False, (readonly)

name

Human readable name

TYPE:

string, default ‘’, (readonly, never None)

sma

Struct definition used for properties assigned to this item

TYPE:

[Struct](#), (readonly)

subtype

Semantic interpretation of the property

TYPE:

enum in [Property Subtype Items](#), default ‘NONE’, (readonly)

tags

Subset of tags (defined in parent struct) that are set for this property

TYPE:

enum set in {}, default {}, (readonly)

translation_context

Translation context of the property’s name

TYPE:

string, default ‘’, (readonly, never None)

type

Data type of the property

TYPE:

enum in [Property Type Items](#), default ‘BOOLEAN’, (readonly)

unit

Type of units for this property

TYPE:

enum in [Property Unit Items](#), default ‘NONE’, (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_ma_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

- `bpy.context.texture_user_property`
- `Function.parameters`
- `Struct.properties`