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# AssetWeakReference(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.AssetWeakReference(bpy\_struct)

Weak reference to some asset

**asset\_library\_identifier**

**TYPE:**

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

**asset\_library\_type**

- **ALL** All Libraries – Show assets from all of the listed asset libraries.
- **LOCAL** Current File – Show the assets currently available in this Blender session.
- **ESSENTIALS** Essentials – Show the basic building blocks and utilities coming with Blender.
- **CUSTOM** Custom – Show assets from the asset libraries configured in the Preferences.

**TYPE:**

enum in [‘ALL’, ‘LOCAL’, ‘ESSENTIALS’, ‘CUSTOM’], default ‘ALL’, (readonly)

**relative\_asset\_identifier**

**TYPE:**

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

**classmethod** bl\_ma\_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

- [bpy\\_struct.as\\_pointer](#)
- [bpy\\_struct.driver\\_add](#)
- [bpy\\_struct.items](#)
- [bpy\\_struct.keyframe\\_delete](#)

- `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.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

- `AssetShelf.get_active_asset`
- `Paint.brush_asset_reference`
- `Paint.eraser_brush_asset_reference`

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