

[Skip to content](#)

GizmoGroup(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.GizmoGroup(bpy_struct)

Storage of an operator being executed, or registered after execution

bl_idname

TYPE:

string, default ‘’, (never None)

bl_label

TYPE:

string, default ‘’, (never None)

bl_options

Options for this operator type

- **3D 3D** – Use in 3D viewport.
- **SCALE Scale** – Scale to respect zoom (otherwise zoom independent display size).
- **DEPTH_3D Depth 3D** – Supports culled depth by other objects in the view.
- **SELECT Select** – Supports selection.
- **PERSISTENT Persistent**.
- **SHOW_MODAL_ALL Show Modal All** – Show all while interacting, as well as this group when another is being interacted with.
- **EXCLUDE_MODAL Exclude Modal** – Show all except this group while interacting.
- **TOOL_INIT Tool Init** – Postpone running until tool operator run (when used with a tool).
- **TOOL_FALLBACK_KEYMAP Use fallback tools keymap** – Add fallback tools keymap to this gizmo type.
- **VR_REDRAWS VR Redraws** – The gizmos are made for use with virtual reality sessions and require special redraw management.

TYPE:

enum set in {‘3D’, ‘SCALE’, ‘DEPTH_3D’, ‘SELECT’, ‘PERSISTENT’, ‘SHOW_MODAL_ALL’, ‘EXCLUDE_MODAL’, ‘TOOL_INIT’, ‘TOOL_FALLBACK_KEYMAP’, ‘VR_REDRAWS’}, default {‘3D’}

bl_owner_id

TYPE:

string, default ‘’, (never None)

bl_region_type

The region where the panel is going to be used in

TYPE:

enum in [Region Type Items](#), default ‘WINDOW’

bl_space_type

The space where the panel is going to be used in

TYPE:

enum in [Space Type Items](#), default ‘EMPTY’

gizmos

List of gizmos in the Gizmo Map

TYPE:

[Gizmos bpy_prop_collection](#) of [Gizmo](#) (readonly)

`bpy_prop_collection of Gizmo`, (readonly)

name

TYPE:

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

classmethod poll(context)

Test if the gizmo group can be called or not

RETURN TYPE:

boolean

classmethod setup_keymap(keyconfig)

Initialize keymaps for this gizmo group, use fallback keymap when not present

RETURN TYPE:

`KeyMap`, (never None)

setup(context)

Create gizmos function for the gizmo group

refresh(context)

Refresh data (called on common state changes such as selection)

draw_prepare(context)

Run before each redraw

invoke_prepare(context, gizmo)

Run before invoke

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.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.gizmo_group` • `Gizmo.group`