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Struct(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.Struct(bpy_struct)`

RNA structure definition

base

Struct definition this is derived from

TYPE:

[Struct](#), (readonly)

description

Description of the Struct's purpose

TYPE:

string, default "", (readonly, never None)

functions

TYPE:

[bpy_prop_collection](#) of [Function](#), (readonly)

identifier

Unique name used in the code and scripting

TYPE:

string, default "", (readonly, never None)

name

Human readable name

TYPE:

string, default "", (readonly, never None)

name_property

Property that gives the name of the struct

TYPE:

[StringProperty](#), (readonly)

nested

Struct in which this struct is always nested, and to which it logically belongs

TYPE:

[Struct](#), (readonly)

properties

Properties in the struct

TYPE:

[bpy_prop_collection](#) of [Property](#), (readonly)

property_tags

Tags that properties can use to influence behavior

TYPE:`bpy_prop_collection` of `EnumPropertyItem`, (readonly)**translation_context**

Translation context of the struct's name

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

- | | |
|---|--|
| • <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

- `BlenderRNA.structs`
- `Property.srna`
- `CollectionProperty.fixed_type`
- `Struct.base`

– Blender 2.79 API Reference – Structs – Struct Properties

- `PointerProperty.fixed_type`
- `Struct.nested`

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