KeyMap(bpy_struct)

show_expanded_items

```
base class — bpy_struct
class bpy.types.KeyMap(bpy_struct)
    Input configuration, including keymaps
     bl owner id
         Internal owner
         TYPE:
              string, default ", (never None)
     is modal
         Indicates that a keymap is used for translate modal events for an operator
         TYPE:
              boolean, default False, (readonly)
     is_user_modified
         Keymap is defined by the user
         TYPE:
              boolean, default False
     keymap_items
         Items in the keymap, linking an operator to an input event
         TYPE:
              KeyMapItems bpy_prop_collection of KeyMapItem, (readonly)
     modal event values
         Give access to the possible event values of this modal keymap's items (#KeyMapItem.propvalue), for API introspection
         TYPE:
              bpy prop collection of EnumPropertyItem, (readonly)
         Name of the key map
         TYPE:
              string, default ", (readonly, never None)
     region_type
         Optional region type keymap is associated with
         TYPE:
              enum in Region Type Items, default 'WINDOW', (readonly)
     show_expanded_children
         Children expanded in the user interface
         TYPE:
              boolean, default False
```

```
Expanded in the user interface
    TYPE:
        boolean, default False
space_type
   Optional space type keymap is associated with
   TYPE:
        enum in Space Type Items, default 'EMPTY', (readonly)
active()
   active
    RETURNS:
        Key Map, Active key map
   RETURN TYPE:
        КеуМар
restore_to_default()
   restore to default
restore_item_to_default(item)
   restore_item_to_default
   PARAMETERS:
        item(KeyMapItem, (never None)) - Item
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_rna_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.items

- 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.property_unset
- bpy struct.is property readonly
- bpy struct.is property set

- 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.type recast
- bpy struct.values

References

- GizmoGroup.setup keymap
- KeyConfig.keymaps
- KeyConfigurations.find item from operator
- KeyMap.active
- KeyMaps.find

- KeyMaps.find modal
- KeyMaps.new
- KeyMaps.remove
- WindowManager.popover end internal

Previous KeyConfigurations(bpy struct) Copyright © Blender Authors Made with Furo

No KeyMapItem(bpy stru

Report issue on this page