AssetRepresentation(bpy_struct)

base class — `bpy_struct`

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

Information about an entity that makes it possible for the asset system to deal with the entity as asset

full_library_path

Absolute path to the .blend file containing this asset

TYPE:

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

full_path

Absolute path to the .blend file containing this asset extended with the path of the asset inside the file

TYPE:

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

id_type

The type of the data-block, if the asset represents one ('NONE' otherwise)

TYPE:

enum in Id Type Items, default 'ACTION', (readonly)

local_id

The local data-block this asset represents; only valid if that is a data-block in this file

TYPE:

`ID`, (readonly)

metadata

Additional information about the asset

TYPE:

`AssetMetaData`, (readonly)

name

TYPE:

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

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.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

- bpy.context.selected_assets
- AssetShelf.asset_poll
- AssetShelf.draw_context_menu
- Context.asset