AssetShelf(bpy_struct)

base class — bpy_struct

subclasses — IMAGE_AST_brush_paint, VIEW3D_AST_brush_gpencil_paint, VIEW3D_AST_brush_gpencil_sculpt, VIEW3D_AST_brush_gpencil_vertex, VIEW3D_AST_brush_gpencil_weight, VIEW3D_AST_brush_sculpt, VIEW3D_AST_brush_sculpt_curves, VIEW3D_AST_brush_texture_paint, VIEW3D_AST_brush_vertex_paint, VIEW3D_AST_brush_weight_paint VIEW3D_AST_pose_library

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

Regions for quick access to assets

asset_library_reference

Choose the asset library to display assets from

- 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'

bl_activate_operator

Operator to call when activating an item with asset reference properties

TYPE:

string, default "", (never None)

bl_default_preview_size

Default size of the asset preview thumbnails in pixels

TYPE:

int in [32, 256], default 0

bl_idname

If this is set, the asset gets a custom ID, otherwise it takes the name of the class used to define the asset (for example, if the class name is "OBJECT_AST_hello", and bl_idname is not set by the script, then bl_idname = "OBJECT_AST_hello")

TYPE:

string, default "", (never None)

bl_options

Options for this asset shelf type

- NO_ASSET_DRAG No Asset Dragging – Disable the default asset dragging on drag events. Useful for implementing custom dragging vi custom key-map items..
- DEFAULT_VISIBLE Visible by Default – Unhide the asset shelf when it's available for the first time, otherwise it will be hidden.
- STORE_ENABLED_CATALOGS_IN_PREFERENCES Store Enabled Catalogs in Preferences – Store the shelf's enabled catalogs the preferences rather than the local asset shelf settings.

TYPE:

enum set in {'NO_ASSET_DRAG', 'DEFAULT_VISIBLE', 'STORE_ENABLED_CATALOGS_IN_PREFERENCES'}, default {'NO_ASSET_DRAG'}

bl_space_type

The space where the asset shelf is going to be used in

TYPE:

enum in Space Type Items, default 'EMPTY'

preview_size

Size of the asset preview thumbnails in pixels

TYPE:

int in [32, 256], default 0

search_filter

Filter assets by name

TYPE:

string, default "", (never None)

show_names

Show the asset name together with the preview. Otherwise only the preview will be visible.

TYPE:

boolean, default False

classmethod poll(context)

If this method returns a non-null output, the asset shelf will be visible

RETURN TYPE:

boolean

classmethod asset_poll(asset)

Determine if an asset should be visible in the asset shelf. If this method returns a non-null output, the asset will be visible.

RETURN TYPE:

boolean

classmethod get_active_asset()

Return a reference to the asset that should be highlighted as active in the asset shelf

RETURNS:

The weak reference to the asset to be hightlighted as active, or None

RETURN TYPE:

`AssetWeakReference`

classmethod draw_context_menu(context, asset, layout)

Draw UI elements into the context menu UI layout displayed on right click

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