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FileAssetSelectIDFilter(bpy_struct)

base class — `bpy_struct`

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

Which asset types to show/hide, when browsing an asset library

experimental_filter_armature

Show Armature data-blocks

TYPE:

boolean, default False

experimental_filter_cachefile

Show Cache File data-blocks

TYPE:

boolean, default False

experimental_filter_camera

Show Camera data-blocks

TYPE:

boolean, default False

experimental_filter_curve

Show Curve data-blocks

TYPE:

boolean, default False

experimental_filter_curves

Show/hide Curves data-blocks

TYPE:

boolean, default False

experimental_filter_font

Show Font data-blocks

TYPE:

boolean, default False

experimental_filter_grease_pencil

Show Grease Pencil data-blocks

TYPE:

boolean, default False

experimental_filter_image

Show Image data-blocks

TYPE:

boolean, default False

experimental_filter_lattice

Show Lattice data-blocks

TYPE:

boolean, default False

experimental_filter_light

Show Light data-blocks

TYPE:

boolean, default False

experimental_filter_light_probe

Show Light Probe data-blocks

TYPE:

boolean, default False

experimental_filter_linestyle

Show Freestyle's Line Style data-blocks

TYPE:

boolean, default False

experimental_filter_mask

Show Mask data-blocks

TYPE:

boolean, default False

experimental_filter_mesh

Show Mesh data-blocks

TYPE:

boolean, default False

experimental_filter_metaball

Show Metaball data-blocks

TYPE:

boolean, default False

experimental_filter_movie_clip

Show Movie Clip data-blocks

TYPE:

boolean, default False

experimental_filter_paint_curve

Show Paint Curve data-blocks

TYPE:

boolean, default False

experimental_filter_palette

Show Palette data-blocks

TYPE:

boolean, default False

experimental_filter_particle_settings

Show Particle Settings data-blocks

TYPE:

boolean, default False

experimental_filter_pointcloud

Show/hide Point Cloud data-blocks

TYPE:

boolean, default False

experimental_filter_scene

Show Scene data-blocks

TYPE:

boolean, default False

experimental_filter_sound

Show Sound data-blocks

TYPE:

boolean, default False

experimental_filter_speaker

Show Speaker data-blocks

TYPE:

boolean, default False

experimental_filter_text

Show Text data-blocks

TYPE:

boolean, default False

experimental_filter_texture

Show Texture data-blocks

TYPE:

boolean, default False

experimental_filter_volume

Show/hide Volume data-blocks

TYPE:

boolean, default False

experimental_filter_work_space

Show workspace data-blocks

TYPE:

boolean, default False

filter_action

Show Action data-blocks

TYPE:

TYPE:

boolean, default False

filter_brush

Show Brushes data-blocks

TYPE:

boolean, default False

filter_group

Show Collection data-blocks

TYPE:

boolean, default False

filter_material

Show Material data-blocks

TYPE:

boolean, default False

filter_node_tree

Show Node Tree data-blocks

TYPE:

boolean, default False

filter_object

Show Object data-blocks

TYPE:

boolean, default False

filter_world

Show World data-blocks

TYPE:

boolean, default False

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

- | | |
|---|---|
| <ul style="list-style-type: none"><code>bpy_struct.as_pointer</code><code>bpy_struct.driver_add</code><code>bpy_struct.driver_remove</code><code>bpy_struct.get</code><code>bpy_struct.id_properties_clear</code><code>bpy_struct.id_properties_ensure</code><code>bpy_struct.id_properties_ui</code><code>bpy_struct.is_property_hidden</code><code>bpy_struct.is_property_overridable_library</code><code>bpy_struct.is_property_readonly</code><code>bpy_struct.is_property_set</code> | <ul style="list-style-type: none"><code>bpy_struct.items</code><code>bpy_struct.keyframe_delete</code><code>bpy_struct.keyframe_insert</code><code>bpy_struct.keys</code><code>bpy_struct.path_from_id</code><code>bpy_struct.path_resolve</code><code>bpy_struct.pop</code><code>bpy_struct.property_overridable_library_set</code><code>bpy_struct.property_unset</code><code>bpy_struct.type_recast</code><code>bpy_struct.values</code> |
|---|---|

References

- `FileAssetSelectParams.filter_asset_id`