## Skip to content AnyType(bpy\_struct)

```
base class — bpy struct
class bpy.types.AnyType(bpy_struct)
    RNA type used for pointers to any possible data
    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.
```

## **Inherited Properties**

**RETURN TYPE:** type

• 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.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

• bpy struct.items

## References

- bpy.context.property
- BoneCollection.assign
- BoneCollection.unassign

- UILayout.template\_cache\_file\_time\_settings
- UILayout.template cache file velocity
- UTLavout.template color picker

- FCurve.update autoflags
- Gizmo.target set prop
- KeyingSetInfo.generate
- Region.data
- UILayout.context pointer set
- UILayout.enum item description
- UILayout.enum item icon
- UILayout.enum item name
- UILayout.icon
- UILayout.panel prop
- UILayout.prop
- UILayout.prop decorator
- UILayout.prop enum
- UILayout.prop menu enum
- UILayout.prop search
- UILayout.prop search
- UILayout.prop tabs enum
- UILayout.prop tabs enum
- UILayout.prop with menu
- UILayout.prop with popover
- UILayout.props enum
- UILayout.template ID
- UILayout.template ID preview
- UILayout.template ID tabs
- UILayout.template any ID
- UILayout.template asset view
- UILayout.template\_asset\_view
- UILayout.template asset view
- UILayout.template cache file
- UILayout.template cache file layers
- UILayout.template cache file procedural UIList.filter items

- UILayout.template color ramp
- UILayout.template colormanaged view settings
- UILayout.template colorspace settings
- UILayout.template component menu
- UILayout.template curve mapping
- UILayout.template curveprofile
- UILayout.template greasepencil color
- UILayout.template histogram
- UILayout.template icon view
- UILayout.template image
- UILayout.template layers
- UILayout.template layers
- UILayout.template light linking collection
- UILayout.template list
- UILayout.template list
- UILayout.template marker
- UILayout.template movieclip
- UILayout.template movieclip information
- UILayout.template palette
- UILayout.template path builder
- UILayout.template search
- UILayout.template search
- UILayout.template search preview
- UILayout.template search preview
- UILayout.template track
- UILayout.template vectorscope
- UILayout.template waveform
- UIList.draw item
- UIList.draw item
- UIList.draw item

**Previous** AnimVizMotionPaths(bpy struct)

Report issue on this page

Copyright © Blender Authors Made with Furo

N Area(bpy\_stru