UserAssetLibrary(bpy_struct)

base class — `bpy_struct`

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

> Settings to define a reusable library for Asset Browsers to use
>
> **import_method**
>
> > Determine how the asset will be imported, unless overridden by the Asset Browser
> >
> > - `LINK` Link – Import the assets as linked data-block.
> > - `APPEND` Append – Import the assets as copied data-block, with no link to the original asset data-block.
> > - `APPEND_REUSE` Append (Reuse Data) – Import the assets as copied data-block while avoiding multiple copies of nested, typically heavy data. For example the textures of a material asset, or the mesh of an object asset, don't have to be copied every time this asset is imported. The instances of the asset share the data instead..
> >
> > **TYPE:**
> > > enum in ['LINK', 'APPEND', 'APPEND_REUSE'], default 'APPEND_REUSE'
>
> **name**
>
> > Identifier (not necessarily unique) for the asset library
> >
> > **TYPE:**
> > > string, default "", (never None)
>
> **path**
>
> > Path to a directory with .blend files to use as an asset library
> >
> > **TYPE:**
> > > string, default "", (never None)
>
> **use_relative_path**
>
> > Use relative path when linking assets from this asset library
> >
> > **TYPE:**
> > > boolean, default True
>
> **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

- AssetLibraryCollection.new
- AssetLibraryCollection.remove
- PreferencesFilePaths.asset_libraries