ImageUser(bpy_struct)

base class — `bpy_struct`

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

Parameters defining how an Image data-block is used by another data-block

frame_current

Current frame number in image sequence or movie

TYPE:

int in [-1048574, 1048574], default 0

frame_duration

Number of images of a movie to use

TYPE:

int in [0, 1048574], default 0

frame_offset

Offset the number of the frame to use in the animation

TYPE:

int in [-inf, inf], default 0

frame_start

Global starting frame of the movie/sequence, assuming first picture has a #1

TYPE:

int in [-1048574, 1048574], default 0

multilayer_layer

Layer in multilayer image

TYPE:

int in [0, 32767], default 0, (readonly)

multilayer_pass

Pass in multilayer image

TYPE:

int in [0, 32767], default 0, (readonly)

multilayer_view

View in multilayer image

TYPE:

int in [0, 32767], default 0, (readonly)

tile

Tile in tiled image

TYPE:

int in [0, inf], default 0

use_auto_refresh

Always refresh image on frame changes

TYPE:

boolean, default False

use_cyclic

Cycle the images in the movie

TYPE:

boolean, default False

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

- `CameraBackgroundImage.image_user`
- `ShaderNodeTexImage.image_user`

- Image.filepath_from_user
- ImageTexture.image_user
- Object.image_user
- RenderSlot.clear
- ShaderNodeTexEnvironment.image_user
- ShaderNodeTexImage.image_user
- SpaceImageEditor.image_user
- TextureNodeImage.image_user
- UILayout.template_image
- UILayout.template_image_layers