AssetLibraryReference(bpy_struct)

base class — `bpy_struct`

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

> Identifier to refer to the asset library

> **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`

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