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IDOverrideLibrary(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.IDOverrideLibrary(bpy_struct)

Struct gathering all data needed by overridden linked IDs

hierarchy_root

Library override ID used as root of the override hierarchy this ID is a member of

TYPE:

[ID](#) , (readonly)

is_in_hierarchy

Whether this library override is defined as part of a library hierarchy, or as a single, isolated and autonomous override

TYPE:

boolean, default True

is_system_override

Whether this library override exists only for the override hierarchy, or if it is actually editable by the user

TYPE:

boolean, default False

properties

List of overridden properties

TYPE:

[IDOverrideLibraryProperties](#) [bpy_prop_collection](#) of [IDOverrideLibraryProperty](#) , (readonly)

reference

Linked ID used as reference by this override

TYPE:

[ID](#) , (readonly)

operations_update()

Update the library override operations based on the differences between this override ID and its reference

reset(*, do_hierarchy=True, set_system_override=False)

Reset this override to match again its linked reference ID

PARAMETERS:

- **do_hierarchy** (*boolean, (optional)*) – Also reset all the dependencies of this override to match their reference linked IDs
- **set_system_override** (*boolean, (optional)*) – Reset all user-editable overrides as (non-editable) system overrides

destroy(*, do_hierarchy=True)

Delete this override ID and remap its usages to its linked reference ID instead

PARAMETERS:

do_hierarchy (*boolean, (optional)*) – Also delete all the dependencies of this override and remap their usages to their reference linked IDs

resync(scene, *, view_layer=None, residual_storage=None, do_hierarchy_enforce=False, do_whole_hierarchy=False)

Resync the data-block and its sub-hierarchy or the whole hierarchy if requested

Resync the data block and its sub-hierarchy, or the whole hierarchy if requested.

PARAMETERS:

- **scene** (`Scene`, (never None)) – The scene to operate in (for contextual things like keeping active object active, ensuring all overridden objects remain instantiated, etc.)
- **view_layer** (`ViewLayer`, (optional)) – The view layer to operate in (same usage as the `scene` data, in case it is not provided the scene's collection will be used instead)
- **residual_storage** (`Collection`, (optional)) – Collection where to store objects that are instantiated in any other collection anymore (garbage collection, will be created if needed and none is provided)
- **do_hierarchy_enforce** (*boolean, (optional)*) – Enforce restoring the dependency hierarchy between data-blocks to match the one from the reference linked hierarchy (WARNING: if some ID pointers have been purposely overridden, these will be reset to their default value)
- **do_whole_hierarchy** (*boolean, (optional)*) – Resync the whole hierarchy this data-block belongs to, not only its own sub-hierarchy

RETURNS:

Success, Whether the resync process was successful or not

RETURN TYPE:

boolean

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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |

- bpy_struct.is_property_override_library - bpy_struct.property_unset
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.type_recast
- bpy_struct.values

References

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