Skip to content **EnumProperty(Property)**

RETURN TYPE: type

```
base classes — bpy_struct, Property
class bpy.types.EnumProperty(Property)
    RNA enumeration property definition, to choose from a number of predefined options
     default
        Default value for this enum
         TYPE:
             enum in ['DUMMY'], default 'DUMMY', (readonly)
     default_flag
        Default value for this enum
        TYPE:
             enum set in {'DUMMY'}, default {}, (readonly)
     enum_items
        Possible values for the property
        TYPE:
             bpy prop collection of EnumPropertyItem, (readonly)
     enum_items_static
        Possible values for the property (never calls optional dynamic generation of those)
        TYPE:
              bpy prop collection of EnumPropertyItem, (readonly)
     enum items static ui
        Possible values for the property (never calls optional dynamic generation of those). Includes UI elements (separators and section headings).
        TYPE:
              bpy prop collection of EnumPropertyItem, (readonly)
     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

- bpy struct.id data
- Property.name
- Property.identifier
- Property.description
- Property.translation_context
- Property.type
- Property.subtype
- Property.srna
- Property.unit
- Property.icon
- Property.is readonly
- Property.is animatable
- Property.is_overridable
- Property.is required

- Property.is argument optional
- Property.is_never_none
- Property.is hidden
- Property.is_skip_save
- Property.is skip preset
- Property.is output
- Property.is registered
- Property.is_registered_optional
- Property.is runtime
- Property.is enum flag
- Property.is library editable
- Property.is_path_output
- Property.tags

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.type recast
- 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.values
- Property.bl rna get subclass
- Property.bl rna get subclass py

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