

Operator Type Flag Items

REGISTER:

Register.

Display in the info window and support the redo toolbar panel.

UNDO:

Undo.

Push an undo event when the operator returns `FINISHED` (needed for operator redo, mandatory if the operator modifies Blender data).

UNDO_GROUPED:

Grouped Undo.

Push a single undo event for repeated instances of this operator.

BLOCKING:

Blocking.

Block anything else from using the cursor.

MACRO:

Macro.

Use to check if an operator is a macro.

GRAB_CURSOR:

Grab Pointer.

Use so the operator grabs the mouse focus, enables wrapping when continuous grab is enabled.

GRAB_CURSOR_X:

Grab Pointer X.

Grab, only warping the X axis.

GRAB_CURSOR_Y:

Grab Pointer Y.

Grab, only warping the Y axis.

DEPENDS_ON_CURSOR:

Depends on Cursor.

The initial cursor location is used, when running from a menus or buttons the user is prompted to place the cursor before beginning the operation.

PRESET:

Preset.

Display a preset button with the operators settings.

INTERNAL:

Internal.

Removes the operator from search results.

MODAL_PRIORITY:

Modal Priority.

Handle events before other modal operators without this option. Use with caution, do not modify data that other modal operators assume is unchanged during their operation..