

[Skip to content](#)

# BlendImportContextLibrary(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.BlendImportContextLibrary(bpy_struct)`

Library (blendfile) reference in a BlendImportContext data. Currently only exposed as read-only data for the pre/post blendimport handlers

**filepath**

**TYPE:**

string, default ‘’, (readonly, never None)

**classmethod** `bl_ma_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_ma_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

- `BlendImportContextItem.source_libraries`

[Previous](#)  
[BlendImportContextLibraries\(bpy\\_struct\)](#)  
[Report issue on this page](#)

Copyright © Blender Authors  
Made with [Furo](#)

[Next](#)  
[BlendTexture\(Texture\)](#)