

# Property Flag Enum Items

## HIDDEN:

Hidden.

For operators: hide from places in the user interface where Blender would add the property automatically, like Adjust Last Operation. Also this property is not written to presets..

## SKIP\_SAVE:

Skip Save.

For operators: the value of this property will not be remembered between invocations of the operator; instead, each invocation will start by using the default value. Also this property is not written to presets..

## ANIMATABLE:

Animatable.

## LIBRARY\_EDITABLE:

Library Editable.

This property can be edited, even when it is used on linked data (which normally is read-only). Note that edits to the property will not be saved to the blend file..

## ENUM\_FLAG:

Enum Flag