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BoneCollection(bpy_struct)

base class — `bpy_struct`

class `bpy.types.BoneCollection(bpy_struct)`

Bone collection in an Armature data-block

bones

Bones assigned to this bone collection. In armature edit mode this will always return an empty list of bones, as the bone collection membership are only synchronized when exiting edit mode.

TYPE:

`bpy_prop_collection` of `Bone`, (readonly)

child_number

Index of this collection into its parent's list of children. Note that finding this index requires a scan of all the bone collections, so do access this with care.

TYPE:

int in [-inf, inf], default 0

children

TYPE:

`bpy_prop_collection` of `BoneCollection`, (readonly)

index

Index of this bone collection in the `armature.collections_all` array. Note that finding this index requires a scan of all the bone collections, so do access this with care.

TYPE:

int in [-inf, inf], default 0, (readonly)

is_editable

This collection is owned by a local Armature, or was added via a library override in the current blend file

TYPE:

boolean, default False, (readonly)

is_expanded

This bone collection is expanded in the bone collections tree view

TYPE:

boolean, default False

is_local_override

This collection was added via a library override in the current blend file

TYPE:

boolean, default False, (readonly)

is_solo

Show only this bone collection, and others also marked as 'solo'

TYPE:

boolean, default False

is_visible

Bones in this collection will be visible in pose/object mode

TYPE:

boolean, default False

is_visible_ancestors

True when all of the ancestors of this bone collection are marked as visible; always True for root bone collections

TYPE:

boolean, default False, (readonly)

is_visible_effectively

Whether this bone collection is effectively visible in the viewport. This is True when this bone collection and all of its ancestors are visible, or when it is marked as 'solo'.

TYPE:

boolean, default False, (readonly)

name

Unique within the Armature

TYPE:

string, default "", (never None)

parent

Parent bone collection. Note that accessing this requires a scan of all the bone collections to find the parent.

TYPE:

[BoneCollection](#)

bones_recursive

A set of all bones assigned to this bone collection and its child collections.

(readonly)

assign(bone)

Assign the given bone to this collection

PARAMETERS:

bone ([AnyType](#)) – Bone, PoseBone, or EditBone to assign to this collection

RETURNS:

Assigned, Whether the bone was actually assigned; will be false if the bone was already member of the collection

RETURN TYPE:

boolean

unassign(bone)

Remove the given bone from this collection

PARAMETERS:

bone ([AnyType](#)) – Bone, PoseBone, or EditBone to remove from this collection

RETURNS:

Unassigned, Whether the bone was actually removed; will be false if the bone was not a member of the collection to begin with

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> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- | | |
|---|---------------------------------------|
| • <code>Armature.collections</code> | • <code>BoneCollections.active</code> |
| • <code>Armature.collections_all</code> | • <code>BoneCollections.new</code> |
| • <code>Bone.collections</code> | • <code>BoneCollections.new</code> |
| • <code>BoneCollection.children</code> | • <code>BoneCollections.remove</code> |
| • <code>BoneCollection.parent</code> | • <code>EditBone.collections</code> |

