

[Skip to content](#)

# AssetTags(bpy\_struct)

base class — `bpy_struct`

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

Collection of custom asset tags

**new**(`name`, \*, `skip_if_exists=False`)

Add a new tag to this asset

**PARAMETERS:**

- **name** (*string, (never None)*) – Name
- **skip\_if\_exists** (*boolean, (optional)*) – Skip if Exists, Do not add a new tag if one of the same type already exists

**RETURNS:**

New tag

**RETURN TYPE:**

`AssetTag`

**remove**(`tag`)

Remove an existing tag from this asset

**PARAMETERS:**

**tag** (`AssetTag`, (never None)) – Removed tag

**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.items`
- `bpy_struct.keyframe_delete`

- `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.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

- `AssetMetaData.tags`