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# Event(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.Event(**bpy\_struct**)

Window Manager Event

## **alt**

True when the Alt/Option key is held

### **TYPE:**

boolean, default False, (readonly)

## **ascii**

Single ASCII character for this event

### **TYPE:**

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

## **ctrl**

True when the Ctrl key is held

### **TYPE:**

boolean, default False, (readonly)

## **direction**

The direction (only applies to drag events)

### **TYPE:**

enum in [Event Direction Items](#), default ‘ANY’, (readonly)

## **is\_consecutive**

Part of a trackpad or NDOF motion, interrupted by cursor motion, button or key press events

### **TYPE:**

boolean, default False, (readonly)

## **is\_mouse\_absolute**

The last motion event was an absolute input

### **TYPE:**

boolean, default False, (readonly)

## **is\_repeat**

The event is generated by holding a key down

### **TYPE:**

boolean, default False, (readonly)

## **is\_tablet**

The event has tablet data

### **TYPE:**

boolean, default False, (readonly)

## **mouse\_prev\_press\_x**

The window relative horizontal location of the last press event

**TYPE:**

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

**mouse\_prev\_press\_y**

The window relative vertical location of the last press event

**TYPE:**

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

**mouse\_prev\_x**

The window relative horizontal location of the mouse

**TYPE:**

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

**mouse\_prev\_y**

The window relative vertical location of the mouse

**TYPE:**

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

**mouse\_region\_x**

The region relative horizontal location of the mouse

**TYPE:**

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

**mouse\_region\_y**

The region relative vertical location of the mouse

**TYPE:**

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

**mouse\_x**

The window relative horizontal location of the mouse

**TYPE:**

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

**mouse\_y**

The window relative vertical location of the mouse

**TYPE:**

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

**oskey**

True when the Cmd key is held

**TYPE:**

boolean, default False, (readonly)

**pressure**

The pressure of the tablet or 1.0 if no tablet present

**TYPE:**

float in [0, 1], default 1.0, (readonly)

## shift

True when the Shift key is held

### TYPE:

boolean, default False, (readonly)

## tilt

The pressure of the tablet or zeroes if no tablet present

### TYPE:

`mathutils.Vector` of 2 items in  $[-inf, inf]$ , default (0.0, 0.0), (readonly)

## type

### TYPE:

enum in [Event Type Items](#), default 'NONE', (readonly)

## type\_prev

### TYPE:

enum in [Event Type Items](#), default 'NONE', (readonly)

## unicode

Single unicode character for this event

### TYPE:

string, default "", (readonly, never None)

## value

The type of event, only applies to some

### TYPE:

enum in [Event Value Items](#), default 'NOTHING', (readonly)

## value\_prev

The type of event, only applies to some

### TYPE:

enum in [Event Value Items](#), default 'NOTHING', (readonly)

## xr

XR event data

### TYPE:

`XrEventData`, (readonly)

## 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

`is (str)` - The data 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

- `Gizmo.invoke`
- `Gizmo.modal`
- `KeyMapItems.match_event`
- `Operator.invoke`
- `Operator.modal`
- `Window.event_simulate`
- `WindowManager.invoke_confirm`
- `WindowManager.invoke_props_popup`
- `WindowManager.piemenu_begin__internal`