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PreferencesFilePaths(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.PreferencesFilePaths(bpy_struct)

Default paths for external files

active_asset_library

Index of the asset library being edited in the Preferences UI

TYPE:

int in [-32768, 32767], default 0

animation_player

Path to a custom animation/frame sequence player

TYPE:

string, default ‘’, (never None)

animation_player_preset

Preset configs for external animation players

- `INTERNAL` Internal – Built-in animation player.
- `DJV` DJV – Open source frame player.
- `FRAMECYCLER` FrameCycler – Frame player from IRIDAS.
- `RV` RV – Frame player from Tweak Software.
- `MPLAYER` MPlayer – Media player for video and PNG/JPEG/SGI image sequences.
- `CUSTOM` Custom – Custom animation player executable path.

TYPE:

enum in ['INTERNAL', 'DJV', 'FRAMECYCLER', 'RV', 'MPLAYER', 'CUSTOM'], default 'INTERNAL'

asset_libraries

TYPE:

[AssetLibraryCollection](#) [bpy_prop_collection](#) of [UserAssetLibrary](#), (readonly)

auto_save_time

The time (in minutes) to wait between automatic temporary saves

TYPE:

int in [1, 60], default 2

file_preview_type

What type of blend preview to create

- `NONE` None – Do not create blend previews.
- `AUTO` Auto – Automatically select best preview type.
- `SCREENSHOT` Screenshot – Capture the entire window.
- `CAMERA` Camera View – Workbench render of scene.

TYPE:

enum in ['NONE', 'AUTO', 'SCREENSHOT', 'CAMERA'], default 'AUTO'

font_directory

The default directory to search for loading fonts

the default directory to search for missing fonts

TYPE:

string, default "", (never None)

i18n_branches_directory

The path to the '/branches' directory of your local svn-translation copy, to allow translating from the UI

TYPE:

string, default "", (never None)

image_editor

Path to an image editor

TYPE:

string, default "", (never None)

recent_files

Maximum number of recently opened files to remember

TYPE:

int in [0, 30], default 20

render_cache_directory

Where to cache raw render results

TYPE:

string, default "", (never None)

render_output_directory

The default directory for rendering output, for new scenes

TYPE:

string, default "", (never None)

save_version

The number of old versions to maintain in the current directory, when manually saving

TYPE:

int in [0, 32], default 1

script_directories

TYPE:

`ScriptDirectoryCollection` `bpy_prop_collection` of `ScriptDirectory`, (readonly)

show_hidden_files_datablocks

Show files and data-blocks that are normally hidden

TYPE:

boolean, default True

show_recent_locations

Show Recent locations list in the File Browser

TYPE:

boolean, default True

show_system_bookmarks

Show System Locations list in the File Browser

SHOW System locations list in the File Browser

TYPE:

boolean, default True

sound_directory

The default directory to search for sounds

TYPE:

string, default "", (never None)

temporary_directory

The directory for storing temporary save files. The path must reference an existing directory or it will be ignored

TYPE:

string, default "", (never None)

text_editor

Command to launch the text editor, either a full path or a command in \$PATH. Use the internal editor when left blank

TYPE:

string, default "", (never None)

text_editor_args

Defines the specific format of the arguments with which the text editor opens files. The supported expansions are as follows:

\$filepath The absolute path of the file. \$line The line to open at (Optional). \$column The column to open from the beginning of the line (Optional). \$line0 & column0 start at zero. Example: -f \$filepath -l \$line -c \$column

TYPE:

string, default "", (never None)

texture_directory

The default directory to search for textures

TYPE:

string, default "", (never None)

use_auto_save_temporary_files

Automatic saving of temporary files in temp directory, uses process ID. Warning: Sculpt and edit mode data won't be saved

TYPE:

boolean, default True

use_extension_online_access_handled

The user has been shown the "Online Access" prompt and make a choice

TYPE:

boolean, default False

use_file_compression

Enable file compression when saving .blend files

TYPE:

boolean, default False

use_filter_files

Enable filtering of files in the File Browser

TYPE:

boolean, default True

use_load_ui

Load user interface setup when loading .blend files

TYPE:

boolean, default True

use_relative_paths

Default relative path option for the file selector, when no path is defined yet

TYPE:

boolean, default True

use_scripts_auto_execute

Allow any .blend file to run scripts automatically (unsafe with blend files from an untrusted source)

TYPE:

boolean, default True

use_tabs_as_spaces

Automatically convert all new tabs into spaces for new and loaded text files

TYPE:

boolean, default True

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.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`

- `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

- `Preferences.filepaths`

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