ObjectDisplay(bpy_struct)

base class — `bpy_struct`

class bpy.types.**ObjectDisplay(bpy_struct)**

> Object display settings for 3D viewport
>
> > **show_shadows**
> >
> > > Object cast shadows in the 3D viewport
> > >
> > > **TYPE:**
> > > > boolean, default True
> >
> > **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

- `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

- `Object.display`

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