

Scripter Extensions API

See [Scripter Extensions](#) for the theoretical background of these procedures and functions.

getChild(...)

```
getChild(object, childname, ofclass=None, recursive=True)
```

Return the first child of `object` named `childname`, possibly restricting the search to children of type name `ofclass`. If `recursive` is true, search recursively through children, grandchildren, etc.

getChildren(...)

```
getChildren(object, ofclass=None, ofname=None, regexprmatch=False, recursive=True)
```

Return a list of children of `object`, possibly restricted to children of class named `ofclass` or children named `ofname`. If `recursive` is true, search recursively through children, grandchildren, etc. See `QObject::children()` in the Qt docs for more information.

getProperty(...)

```
getProperty(object, property)
```

Return the value of the property `property` of the passed `object`. The `object` argument may be a string, in which case the named `PageItem` is searched for. It may also be a `PyCObject`, which may point to any C++ `QObject` instance. The `property` argument must be a string, and is the name of the property to look up on `object`. The return value varies depending on the type of the property.

getPropertyCType(...)

```
getPropertyCType(object, property, includesuper=True)
```

Returns the name of the C type of `property` of `object`. See `getProperty()` for details of arguments. If `includesuper` is true, search inherited properties too.

getPropertyNames(...)

```
getPropertyNames(object, includesuper=True)
```

Return a list of property names supported by `object`. If `includesuper` is true, return properties supported by parent classes as well.

setProperty(...)

```
setProperty(object, property, value)
```

Set `property` of `object` to `value`. If `value` cannot be converted to a type compatible with the type of `property`, an exception is raised. An exception may also be raised if the underlying setter fails. See `getProperty()` for more information.