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# FreestyleModules(bpy\_struct)

base class — `bpy_struct`

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

A list of style modules (to be applied from top to bottom)

**new()**

Add a style module to scene render layer Freestyle settings

**RETURNS:**

Newly created style module

**RETURN TYPE:**

`FreestyleModuleSettings`

**remove(module)**

Remove a style module from scene render layer Freestyle settings

**PARAMETERS:**

**module** (`FreestyleModuleSettings` , (never None)) – Style module to remove

**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.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`

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## References

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