Texture Operators

bpy.ops.texture.**new()**

>   Add a new texture

bpy.ops.texture.**slot_copy()**

>   Copy the material texture settings and nodes

bpy.ops.texture.**slot_move(*, type='UP')**

>   Move texture slots up and down

>   **PARAMETERS:**

>>   **type** (*enum in ['UP', 'DOWN'], (optional)*) – Type

bpy.ops.texture.**slot_paste()**

>   Copy the texture settings and nodes