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# AssetLibraryCollection(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.AssetLibraryCollection(bpy\_struct)

Collection of user asset libraries

**classmethod** new(\*, name="", directory="")

Add a new Asset Library

## PARAMETERS:

- **name** (*string, (optional, never None)*) – Name
- **directory** (*string, (optional, never None)*) – Directory

## RETURNS:

Newly added asset library

## RETURN TYPE:

[UserAssetLibrary](#)

**classmethod** remove(library)

Remove an Asset Library

**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

- |  |  |
|--|--|
| • <a href="#">bpy_struct.as_pointer</a>    | • <a href="#">bpy_struct.items</a>           |
| • <a href="#">bpy_struct.driver_add</a>    | • <a href="#">bpy_struct.keyframe_delete</a> |
| • <a href="#">bpy_struct.driver_remove</a> | • <a href="#">bpy_struct.keyframe_insert</a> |
| • <a href="#">bpy_struct.get</a>           | • <a href="#">bpy_struct.keys</a>            |

[bpy\\_struct](#) [bpy\\_struct.bl\\_rna](#) [bpy\\_struct.bl\\_rna\\_get\\_subclass](#)

[bpy\\_struct.bl\\_rna\\_get\\_subclass\\_py](#) [bpy\\_struct.bl\\_rna\\_remove](#)

- `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.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

- `PreferencesFilePaths.asset_libraries`