BlendDataArmatures(bpy_struct)

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base class — bpy_struct
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class bpy.types.BlendDataArmatures(bpy_struct)

Collection of armatures

new(name)

Add a new armature to the main database

PARAMETERS:

name (string, (never None)) – New name for the data-block

RETURNS:

New armature data-block

RETURN TYPE:

Armature

remove(armature, *, do_unlink=True, do_id_user=True, do_ui_user=True)

Remove an armature from the current blendfile

PARAMETERS:

- armature (Armature, (never None)) Armature to remove
- **do_unlink** (*boolean*, (*optional*)) Unlink all usages of this armature before deleting it (WARNING: will also delete objects instancing that armature data)
- do_id_user (boolean, (optional)) Decrement user counter of all datablocks used by this armature data
- do_ui_user (boolean, (optional)) Make sure interface does not reference this armature data

tag(value)

tag

PARAMETERS:

value (boolean) - Value

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.property unset
- 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.type recast
- bpy struct.values

References

• BlendData.armatures

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