## Skip to content BlendDataActions(bpy\_struct)

```
base class — bpy_struct
class bpy.types.BlendDataActions(bpy_struct)
    Collection of actions
     new(name)
         Add a new action to the main database
         PARAMETERS:
             name (string, (never None)) – New name for the data-block
         RETURNS:
             New action data-block
         RETURN TYPE:
              Action
     remove(action, *, do unlink=True, do id user=True, do ui user=True)
         Remove an action from the current blendfile
         PARAMETERS:
           • action (Action, (never None)) – Action to remove
           • do unlink (boolean, (optional)) – Unlink all usages of this action before deleting it
           • do id user (boolean, (optional)) – Decrement user counter of all datablocks used by this action
           • do_ui_user (boolean, (optional)) - Make sure interface does not reference this action
     tag(value)
         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.
```

## **Inherited Properties**

**RETURN TYPE:** type

• 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.actions

Previous BlendData(bpy\_struct)

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