# BlendDataPointClouds(bpy\_struct)

```
base class — bpy_struct
```

### class bpy.types.BlendDataPointClouds(bpy\_struct)

Collection of point clouds

#### new(name)

Add a new point cloud to the main database

#### **PARAMETERS:**

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

#### **RETURNS:**

New point cloud data-block

#### **RETURN TYPE:**

PointCloud

### remove(pointcloud, \*, do\_unlink=True, do\_id\_user=True, do\_ui\_user=True)

Remove a point cloud from the current blendfile

#### **PARAMETERS:**

- pointcloud (PointCloud, (never None)) Point cloud to remove
- **do\_unlink** (*boolean*, (*optional*)) Unlink all usages of this point cloud before deleting it (WARNING: will also delete objects instancing that point cloud data)
- do\_id\_user (boolean, (optional)) Decrement user counter of all datablocks used by this point cloud data
- do\_ui\_user (boolean, (optional)) Make sure interface does not reference this point cloud 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.pointclouds

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