

# BlendDataBrushes(bpy\_struct)

base class — [bpy\\_struct](#)

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

Collection of brushes

**new**(name, \*, mode='TEXTURE\_PAINT')

Add a new brush to the main database

**PARAMETERS:**

- **name** (*string, (never None)*) – New name for the data-block
- **mode** (enum in [Object Mode Items](#), (optional)) – Paint Mode for the new brush

**RETURNS:**

New brush data-block

**RETURN TYPE:**

[Brush](#)

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

Remove a brush from the current blendfile

**PARAMETERS:**

- **brush** ([Brush](#) , (never None)) – Brush to remove
- **do\_unlink** (*boolean, (optional)*) – Unlink all usages of this brush before deleting it
- **do\_id\_user** (*boolean, (optional)*) – Decrement user counter of all datablocks used by this brush
- **do\_ui\_user** (*boolean, (optional)*) – Make sure interface does not reference this brush

**tag**(value)

tag

**PARAMETERS:**

**value** (*boolean*) – Value

**create\_gpencil\_data**(brush)

Add Grease Pencil brush settings

**PARAMETERS:**

**brush** ([Brush](#) , (never None)) – Brush

**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:**

— Python class or default when not found.

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.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.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

## References

- `BlendData.brushes`