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# BlendDataMeshes(bpy\_struct)

base class — [bpy\\_struct](#)

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

Collection of meshes

**new(name)**

Add a new mesh to the main database

**PARAMETERS:**

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

**RETURNS:**

New mesh data-block

**RETURN TYPE:**

[Mesh](#)

**new\_from\_object(object, \*, preserve\_all\_data\_layers=False, depsgraph=None)**

Add a new mesh created from given object (undeformed geometry if object is original, and final evaluated geometry, with all modifiers etc., if object is evaluated)

**PARAMETERS:**

- **object** ([Object](#), (never None)) – Object to create mesh from
- **preserve\_all\_data\_layers** (*boolean, (optional)*) – Preserve all data layers in the mesh, like UV maps and vertex groups. By default Blender only computes the subset of data layers needed for viewport display and rendering, for better performance.
- **depsgraph** ([Depsgraph](#), (optional)) – Dependency Graph, Evaluated dependency graph which is required when `preserve_all_data_layers` is true

**RETURNS:**

Mesh created from object, remove it if it is only used for export

**RETURN TYPE:**

[Mesh](#)

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

Remove a mesh from the current blendfile

**PARAMETERS:**

- **mesh** ([Mesh](#), (never None)) – Mesh to remove
- **do\_unlink** (*boolean, (optional)*) – Unlink all usages of this mesh before deleting it (WARNING: will also delete objects instancing that mesh data)
- **do\_id\_user** (*boolean, (optional)*) – Decrement user counter of all datablocks used by this mesh data
- **do\_ui\_user** (*boolean, (optional)*) – Make sure interface does not reference this mesh data

**tag(value)**

tag

**PARAMETERS:**

**value** (*boolean*) – Value

**classmethod** `bl_rna_get_subclass(id, default=None)`

**PARAMETERS:**

**id** (*str*) – The RNA type identifier.

**RETURNS:**

**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.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.meshes`