Linesets(bpy_struct)

base class — `bpy_struct`

class bpy.types.**Linesets(bpy_struct)**

Line sets for associating lines and style parameters

active

Active line set being displayed

TYPE:

`FreestyleLineSet` , (readonly)

active_index

Index of active line set slot

TYPE:

int in [0, inf], default 0

new(name)

Add a line set to scene render layer Freestyle settings

PARAMETERS:

name (*string, (never None)*) – New name for the line set (not unique)

RETURNS:

Newly created line set

RETURN TYPE:

`FreestyleLineSet`

remove(lineset)

Remove a line set from scene render layer Freestyle settings

PARAMETERS:

lineset (`FreestyleLineSet` , (never None)) – Line set to remove

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.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

- FreestyleSettings.linesets

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