

[Skip to content](#)

# Cloth Operators

`bpy.ops.cloth.preset_add(*, name="", remove_name=False, remove_active=False)`

Add or remove a Cloth Preset

## PARAMETERS:

- **name** (*string, (optional, never None)*) – Name, Name of the preset, used to make the path name
- **remove\_name** (*boolean, (optional)*) – remove\_name
- **remove\_active** (*boolean, (optional)*) – remove\_active

## FILE:

[startup/bl\\_operators/presets.py:119](#)

[Previous](#)  
[Clip Operators](#)

[Report issue on this page](#)

Copyright © Blender Authors  
Made with [Furo](#)

[No](#)  
[Collection Operat](#)