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# StudioLights(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.StudioLights(bpy_struct)`

Collection of studio lights

**load(path, type)**

Load studioliight from file

**PARAMETERS:**

- **path** (*string, (never None)*) – File Path, File path where the studio light file can be found
- **type** (*enum in ['STUDIO', 'WORLD', 'MATCAP']*) – Type, The type for the new studio light

**RETURNS:**

Newly created StudioLight

**RETURN TYPE:**

`StudioLight`

**new(path)**

Create studioliight from default lighting

**PARAMETERS:**

**path** (*string, (never None)*) – Path, Path to the file that will contain the lighting info (without extension)

**RETURNS:**

Newly created StudioLight

**RETURN TYPE:**

`StudioLight`

**remove(studio\_light)**

Remove a studio light

**PARAMETERS:**

**studio\_light** (`StudioLight` , (never None)) – The studio light to remove

**refresh()**

Refresh Studio Lights from disk

**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

- `Preferences.studio_lights`