BlendDataLights(bpy_struct)

base class — `bpy_struct`

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

Collection of lights

new(name, type)

Add a new light to the main database

PARAMETERS:

- **name** (*string, (never None)*) – New name for the data-block
- **type** (enum in Light Type Items) – Type, The type of light to add

RETURNS:

New light data-block

RETURN TYPE:

`Light`

remove(light, *, do_unlink=True, do_id_user=True, do_ui_user=True)

Remove a light from the current blendfile

PARAMETERS:

- **light** (`Light`, (never None)) – Light to remove
- **do_unlink** (*boolean, (optional)*) – Unlink all usages of this light before deleting it (WARNING: will also delete objects instancing that light data)
- **do_id_user** (*boolean, (optional)*) – Decrement user counter of all datablocks used by this light data
- **do_ui_user** (*boolean, (optional)*) – Make sure interface does not reference this light data

tag(value)

tag

PARAMETERS:

value (*boolean*) – Value

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

- BlendData.lights

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