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BlendDataProbes(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.BlendDataProbes(bpy_struct)

Collection of light probes

new(name, type)

Add a new light probe to the main database

PARAMETERS:

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

RETURNS:

New light probe data-block

RETURN TYPE:

[LightProbe](#)

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

Remove a light probe from the current blendfile

PARAMETERS:

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

tag(value)

tag

PARAMETERS:

value (*boolean*) – Value

classmethod bl_ma_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_ma_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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- `BlendData.lightprobes`