

[Skip to content](#)

# BlendDataTextures(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.BlendDataTextures(bpy\_struct)

Collection of textures

**new(name, type)**

Add a new texture to the main database

**PARAMETERS:**

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

**RETURNS:**

New texture data-block

**RETURN TYPE:**

[Texture](#)

**remove(texture, \*, do\_unlink=True, do\_id\_user=True, do\_ui\_user=True)**

Remove a texture from the current blendfile

**PARAMETERS:**

- **texture** ([Texture](#) , (never None)) – Texture to remove
- **do\_unlink** (*boolean, (optional)*) – Unlink all usages of this texture before deleting it
- **do\_id\_user** (*boolean, (optional)*) – Decrement user counter of all datablocks used by this texture
- **do\_ui\_user** (*boolean, (optional)*) – Make sure interface does not reference this texture

**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

- [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.textures](#)