

Application Icons (`bpy.app.icons`)

`bpy.app.icons.new_triangles(range, coords, colors)`

Create a new icon from triangle geometry.

PARAMETERS:

- **range** (*tuple[int, int]*) – Pair of ints.
- **coords** (*bytes*) – Sequence of bytes (6 floats for one triangle) for (X, Y) coordinates.
- **colors** (*bytes*) – Sequence of bytes (12 for one triangles) for RGBA.

RETURNS:

Unique icon value (pass to interface `icon_value` argument).

RETURN TYPE:

`int`

`bpy.app.icons.new_triangles_from_file(filepath)`

Create a new icon from triangle geometry.

PARAMETERS:

filepath (*str | bytes*.) – File path.

RETURNS:

Unique icon value (pass to interface `icon_value` argument).

RETURN TYPE:

`int`

`bpy.app.icons.release(icon_id)`

Release the icon.