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# Texture Operators

`bpy.ops.texture.new()`

Add a new texture

`bpy.ops.texture.slot_copy()`

Copy the material texture settings and nodes

`bpy.ops.texture.slot_move(*, type='UP')`

Move texture slots up and down

## PARAMETERS:

**type** (*enum in ['UP', 'DOWN'], (optional)*) – Type

`bpy.ops.texture.slot_paste()`

Copy the texture settings and nodes

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