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GreasePencilv3Layers(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.GreasePencilv3Layers(bpy_struct)

Collection of Grease Pencil layers

active

Active Grease Pencil layer

TYPE:

[GreasePencilLayer](#)

new(name, *, set_active=True, layer_group=None)

Add a new Grease Pencil layer

PARAMETERS:

- **name** (*string, (never None)*) – Name, Name of the layer
- **set_active** (*boolean, (optional)*) – Set Active, Set the newly created layer as the active layer
- **layer_group** ([GreasePencilLayerGroup](#) , (optional)) – The layer group the new layer will be created in (use None for the main stack)

RETURNS:

The newly created layer

RETURN TYPE:

[GreasePencilLayer](#)

remove(layer)

Remove a Grease Pencil layer

PARAMETERS:

layer ([GreasePencilLayer](#) , (never None)) – The layer to remove

move(layer, type)

Move a Grease Pencil layer in the layer group or main stack

PARAMETERS:

- **layer** ([GreasePencilLayer](#) , (never None)) – The layer to move
- **type** (*enum in ['DOWN', 'UP']*) – Direction of movement

move_top(layer)

Move a Grease Pencil layer to the top of the layer group or main stack

PARAMETERS:

layer ([GreasePencilLayer](#) , (never None)) – The layer to move

move_bottom(layer)

Move a Grease Pencil layer to the bottom of the layer group or main stack

PARAMETERS:

layer ([GreasePencilLayer](#) , (never None)) – The layer to move

move_to_layer_group(layer, layer_group)

Move a Grease Pencil layer into a layer group

PARAMETERS:

- `layer` (`GreasePencilLayer` , (never None)) – The layer to move
- `layer_group` (`GreasePencilLayerGroup`) – The layer group the layer will be moved into (use None for the main stack)

`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

- | | |
|---|--|
| • <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

- `GreasePencilv3.layers`