# XrActionMapItems(bpy\_struct)

**RETURN TYPE:** 

```
base class — bpy_struct
class bpy.types.XrActionMapItems(bpy struct)
    Collection of XR action map items
    new(name, replace_existing)
        new
        PARAMETERS:
          • name (string, (never None)) – Name of the action map item
          • replace_existing (boolean) – Replace Existing, Replace any existing item with the same name
        RETURNS:
             Item, Added action map item
        RETURN TYPE:
             XrActionMapItem
    new_from_item(item)
        new_from_item
        PARAMETERS:
             item(XrActionMapItem, (never None)) - Item, Item to use as a reference
        RETURNS:
             Item, Added action map item
        RETURN TYPE:
             XrActionMapItem
    remove(item)
        remove
        PARAMETERS:
             item(XrActionMapItem, (never None)) - Item
    find(name)
        find
        PARAMETERS:
             name (string, (never None)) - Name
        RETURNS:
             Item, The action map item with the given name
        RETURN TYPE:
             XrActionMapItem
    classmethod bl_rna_get_subclass(id, default=None)
        PARAMETERS:
             id (str) – The RNA type identifier.
        RETURNS:
             The RNA type or default when not found.
```

### 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**

- 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.property\_unset
- 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.type recast
- bpy struct.values

## References

• XrActionMap.actionmap\_items

XrActionMapItem(bpy struct) Report issue on this page

Copyright © Blender Authors Made with Furo

XrActionMaps(bpy stru