BlendDataScenes(bpy_struct)

base class — `bpy_struct`

class bpy.types.**BlendDataScenes(bpy_struct)**

> Collection of scenes

> **new(name)**

> > Add a new scene to the main database

> > **PARAMETERS:**

> > > **name** (*string, (never None)*) – New name for the data-block

> > **RETURNS:**

> > > New scene data-block

> > **RETURN TYPE:**

> > > `Scene`

> **remove(scene, *, do_unlink=True)**

> > Remove a scene from the current blendfile

> > **PARAMETERS:**

> > > - **scene** (`Scene`, (never None)) – Scene to remove
> > > - **do_unlink** (*boolean, (optional)*) – Unlink all usages of this scene before deleting it

> **tag(value)**

> > tag

> > **PARAMETERS:**

> > > **value** (*boolean*) – Value

> **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

- 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.scenes