# Skip to content BlendDataTexts(bpy\_struct)

```
base class — bpy_struct
```

## class bpy.types.BlendDataTexts(bpy\_struct)

Collection of texts

#### new(name)

Add a new text to the main database

#### **PARAMETERS:**

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

#### **RETURNS:**

New text data-block

#### **RETURN TYPE:**

Text

### remove(text, \*, do unlink=True, do id user=True, do ui user=True)

Remove a text from the current blendfile

#### **PARAMETERS:**

- text ( Text , (never None)) Text to remove
- do unlink (boolean, (optional)) Unlink all usages of this text before deleting it
- do id user (boolean, (optional)) Decrement user counter of all datablocks used by this text
- do\_ui\_user (boolean, (optional)) Make sure interface does not reference this text

## load(filepath, \*, internal=False)

Add a new text to the main database from a file

#### **PARAMETERS:**

- **filepath** (*string*, (*never None*)) path for the data-block
- internal (boolean, (optional)) Make internal, Make text file internal after loading

#### **RETURNS:**

New text data-block

#### **RETURN TYPE:**

Text

## tag(value)

tag

#### **PARAMETERS:**

value (boolean) – Value

## $class method \ bl\_rna\_get\_subclass (id, \ default=None)$

## **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.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

• BlendData.texts

BlendDataSpeakers(bpy\_struct)

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