# Skip to content Object Modifiers (bpy\_struct)

```
base class — bpy_struct
class bpy.types.ObjectModifiers(bpy_struct)
    Collection of object modifiers
     active
        The active modifier in the list
        TYPE:
              Modifier
     new(name, type)
        Add a new modifier
        PARAMETERS:
           • name (string, (never None)) – New name for the modifier
          • type (enum in Object Modifier Type Items) – Modifier type to add
         RETURNS:
             Newly created modifier
         RETURN TYPE:
             Modifier
     remove(modifier)
        Remove an existing modifier from the object
        PARAMETERS:
             modifier ( Modifier , (never None)) - Modifier to remove
     clear()
         Remove all modifiers from the object
     move(from_index, to_index)
        Move a modifier to a different position
         PARAMETERS:
           • from_index (int in [-inf, inf]) – From Index, Index to move
           • to_index (int in [-inf, inf]) - To Index, Target index
     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** 

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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

• Object.modifiers

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