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ViewLayers(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ViewLayers(bpy_struct)`

Collection of render layers

new(name)

Add a view layer to scene

PARAMETERS:

name (*string, (never None)*) – New name for the view layer (not unique)

RETURNS:

Newly created view layer

RETURN TYPE:

`ViewLayer`

remove(layer)

Remove a view layer

PARAMETERS:

layer (`ViewLayer`, (never None)) – View layer to remove

move(from_index, to_index)

Move a view layer

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:

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

- `Scene.view_layers`