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# ActionSlot(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.ActionSlot(bpy_struct)`

Identifier for a set of channels in this Action, that can be used by a data-block to specify what it gets animated by

## active

Whether this is the active slot, can be set by assigning to `action.slots.active`

### TYPE:

boolean, default `False`, (readonly)

## handle

Number specific to this Slot, unique within the Action. This is used, for example, on a `ActionKeyframeStrip` to look up the `ActionChannelbag` for this Slot

### TYPE:

int in `[-inf, inf]`, default `0`, (readonly)

## identifier

Used when connecting an Action to a data-block, to find the correct slot handle. This is the display name, prefixed by two characters determined by the slot's ID type

### TYPE:

string, default `""`, (never `None`)

## name\_display

Name of the slot, for display in the user interface. This name combined with the slot's data-block type is unique within its Action

### TYPE:

string, default `""`, (never `None`)

## select

Selection state of the slot

### TYPE:

boolean, default `False`

## show\_expanded

Expanded state of the slot

### TYPE:

boolean, default `False`

## target\_id\_type

Type of data-block that this slot is intended to animate; can be set when `'UNSPECIFIED'` but is otherwise read-only

- `ACTION` Action.
- `ARMATURE` Armature.
- `BRUSH` Brush.
- `CACHEFILE` Cache File.
- `CAMERA` Camera.
- `COLLECTION` Collection.
- `CURVE` Curve.

- `CURVES` Curves.
- `FONT` Font.
- `GREASEPENCIL` Grease Pencil.
- `GREASEPENCIL_V3` Grease Pencil v3.
- `IMAGE` Image.
- `KEY` Key.
- `LATTICE` Lattice.
- `LIBRARY` Library.
- `LIGHT` Light.
- `LIGHT_PROBE` Light Probe.
- `LINESTYLE` Line Style.
- `MASK` Mask.
- `MATERIAL` Material.
- `MESH` Mesh.
- `META` Metaball.
- `MOVIECLIP` Movie Clip.
- `NODETREE` Node Tree.
- `OBJECT` Object.
- `PAINTCURVE` Paint Curve.
- `PALETTE` Palette.
- `PARTICLE` Particle.
- `POINTCLOUD` Point Cloud.
- `SCENE` Scene.
- `SCREEN` Screen.
- `SOUND` Sound.
- `SPEAKER` Speaker.
- `TEXT` Text.
- `TEXTURE` Texture.
- `VOLUME` Volume.
- `WINDOWMANAGER` Window Manager.
- `WORKSPACE` Workspace.
- `WORLD` World.
- `UNSPECIFIED` Unspecified – Not yet specified. When this slot is first assigned to a data-block, this will be set to the type of that data-block.

**TYPE:**

enum in ['ACTION', 'ARMATURE', 'BRUSH', 'CACHEFILE', 'CAMERA', 'COLLECTION', 'CURVE', 'CURVES', 'FONT', 'GREASEPENCIL', 'GREASEPENCIL\_V3', 'IMAGE', 'KEY', 'LATTICE', 'LIBRARY', 'LIGHT', 'LIGHT\_PROBE', 'LINESTYLE', 'MASK', 'MATERIAL', 'MESH', 'META', 'MOVIECLIP', 'NODETREE', 'OBJECT', 'PAINTCURVE', 'PALETTE', 'PARTICLE', 'POINTCLOUD', 'SCENE', 'SCREEN', 'SOUND', 'SPEAKER', 'TEXT', 'TEXTURE', 'VOLUME', 'WINDOWMANAGER', 'WORKSPACE', 'WORLD', 'UNSPECIFIED'], default 'UNSPECIFIED'

**target\_id\_type\_icon**

**TYPE:**

int in [-inf, inf], default 0, (readonly)

**users()**

Return the data-blocks that are animated by this slot of this action

**RETURNS:**

users

**RETURN TYPE:**

`bpy_prop_collection` of `ID`

**duplicate()**

Duplicate this slot, including all the animation data associated with it

**RETURNS:**

Duplicated Slot, The slot created by duplicating this one

**RETURN TYPE:**

`ActionSlot`

**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

- |   |  |
|---|--|
| • <code>bpy_struct.as_pointer</code>                      | • <code>bpy_struct.items</code>                            |
| • <code>bpy_struct.driver_add</code>                      | • <code>bpy_struct.keyframe_delete</code>                  |
| • <code>bpy_struct.driver_remove</code>                   | • <code>bpy_struct.keyframe_insert</code>                  |
| • <code>bpy_struct.get</code>                             | • <code>bpy_struct.keys</code>                             |
| • <code>bpy_struct.id_properties_clear</code>             | • <code>bpy_struct.path_from_id</code>                     |
| • <code>bpy_struct.id_properties_ensure</code>            | • <code>bpy_struct.path_resolve</code>                     |
| • <code>bpy_struct.id_properties_ui</code>                | • <code>bpy_struct.pop</code>                              |
| • <code>bpy_struct.is_property_hidden</code>              | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code>                   |
| • <code>bpy_struct.is_property_readonly</code>            | • <code>bpy_struct.type_recast</code>                      |
| • <code>bpy_struct.is_property_set</code>                 | • <code>bpy_struct.values</code>                           |

## References

- [Action.slots](#)
- [ActionChannelbag.slot](#)
- [ActionChannelbags.new](#)
- [ActionConstraint.action\\_slot](#)
- [ActionConstraint.action\\_suitable\\_slots](#)
- [ActionKeyframeStrip.channelbag](#)
- [ActionKeyframeStrip.key\\_insert](#)
- [ActionSlot.duplicate](#)
- [ActionSlots.active](#)
- [ActionSlots.new](#)
- [ActionSlots.remove](#)
- [AnimData.action\\_slot](#)
- [AnimData.action\\_suitable\\_slots](#)
- [NlaStrip.action\\_slot](#)
- [NlaStrip.action\\_suitable\\_slots](#)

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