

[Skip to content](#)

AnimVizMotionPaths(bpy_struct)

base class — [bpy_struct](#)

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

Motion Path settings for animation visualization

bake_location

When calculating Bone Paths, use Head or Tips

TYPE:

enum in [Motionpath Bake Location Items](#), default 'TAILS'

frame_after

Number of frames to show after the current frame (only for 'Around Frame' Onion-skinning method)

TYPE:

int in [1, 524287], default 0

frame_before

Number of frames to show before the current frame (only for 'Around Frame' Onion-skinning method)

TYPE:

int in [1, 524287], default 0

frame_end

End frame of range of paths to display/calculate (not for 'Around Frame' Onion-skinning method)

TYPE:

int in [-inf, inf], default 0

frame_start

Starting frame of range of paths to display/calculate (not for 'Around Frame' Onion-skinning method)

TYPE:

int in [-inf, inf], default 0

frame_step

Number of frames between paths shown (not for 'On Keyframes' Onion-skinning method)

TYPE:

int in [1, 100], default 0

has_motion_paths

Are there any bone paths that will need updating (read-only)

TYPE:

boolean, default False, (readonly)

range

Type of range to calculate for Motion Paths

TYPE:

enum in [Motionpath Range Items](#), default 'SCENE'

show_frame_numbers

Show frame numbers on Motion Paths

TYPE:

boolean, default False

show_keyframe_action_all

For bone motion paths, search whole Action for keyframes instead of in group with matching name only (is slower)

TYPE:

boolean, default False

show_keyframe_highlight

Emphasize position of keyframes on Motion Paths

TYPE:

boolean, default False

show_keyframe_numbers

Show frame numbers of Keyframes on Motion Paths

TYPE:

boolean, default False

type

Type of range to show for Motion Paths

TYPE:

enum in [Motionpath Display Type Items](#), default 'RANGE'

use_camera_space_bake

Motion path points will be baked into the camera space of the active camera. This means they will only look right when looking through that camera. Switching cameras using markers is not supported.

TYPE:

boolean, default False

classmethod bl_ma_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_ma_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

- [AnimViz.motion_path](#)