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StripProxy(bpy_struct)

base class — `bpy_struct`

class `bpy.types.StripProxy(bpy_struct)`

Proxy parameters for a sequence strip

build_100

Build 100% proxy resolution

TYPE:

boolean, default False

build_25

Build 25% proxy resolution

TYPE:

boolean, default False

build_50

Build 50% proxy resolution

TYPE:

boolean, default False

build_75

Build 75% proxy resolution

TYPE:

boolean, default False

build_record_run

Build record run time code index

TYPE:

boolean, default False

directory

Location to store the proxy files

TYPE:

string, default “”, (never None)

filepath

Location of custom proxy file

TYPE:

string, default “”, (never None)

quality

Quality of proxies to build

TYPE:

int in [0, 32767], default 0

timecode

Method for reading the inputs timecode

- `NONE` None – Ignore generated timecodes, seek in movie stream based on calculated timestamp.
- `RECORD_RUN` Record Run – Seek based on timestamps read from movie stream, giving the best match between scene and movie time.
- `RECORD_RUN_NO_GAPS` Record Run No Gaps – Effectively convert movie to an image sequence, ignoring incomplete or dropped frames, and changes in frame rate.

TYPE:

enum in ['NONE', 'RECORD_RUN', 'RECORD_RUN_NO_GAPS'], default 'NONE'

use_overwrite

Overwrite existing proxy files when building

TYPE:

boolean, default False

use_proxy_custom_directory

Use a custom directory to store data

TYPE:

boolean, default False

use_proxy_custom_file

Use a custom file to read proxy data from

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.items`
- `bpy_struct.driver_add`
- `bpy_struct.keyframe_delete`

<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

- [EffectStrip.proxy](#)
- [ImageStrip.proxy](#)
- [MetaStrip.proxy](#)
- [MovieStrip.proxy](#)
- [SceneStrip.proxy](#)