ActionLayers(bpy_struct)

base class — `bpy_struct`

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

> Collection of animation layers
>
> > **new(name)**
> >
> > > Add a layer to the Animation. Currently an Animation can only have at most one layer.
> > >
> > > **PARAMETERS:**
> > >
> > > > **name** (*string, (never None)*) – Name, Name of the layer, will be made unique within the Action
> > >
> > > **RETURNS:**
> > >
> > > > Newly created animation layer
> > >
> > > **RETURN TYPE:**
> > >
> > > > `ActionLayer`
> >
> > **remove(anim_layer)**
> >
> > > Remove the layer from the animation
> > >
> > > **PARAMETERS:**
> > >
> > > > **anim_layer** (`ActionLayer`) – Animation Layer, The layer to remove
> >
> > **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.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`

- `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.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

- `Action.layers`