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# AnimDataDrivers(bpy\_struct)

base class — `bpy_struct`

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

Collection of Driver F-Curves

**new**(`data_path`, \*, `index=0`)

new

**PARAMETERS:**

- **data\_path** (*string, (never None)*) – Data Path, F-Curve data path to use
- **index** (*int in [0, inf], (optional)*) – Index, Array index

**RETURNS:**

Newly Driver F-Curve

**RETURN TYPE:**

`FCurve`

**remove**(`driver`)

remove

**from\_existing**(\*, `src_driver=None`)

Add a new driver given an existing one

**PARAMETERS:**

**src\_driver** (`FCurve` , (optional)) – Existing Driver F-Curve to use as template for a new one

**RETURNS:**

New Driver F-Curve

**RETURN TYPE:**

`FCurve`

**find**(`data_path`, \*, `index=0`)

Find a driver F-Curve. Note that this function performs a linear scan of all driver F-Curves.

**PARAMETERS:**

- **data\_path** (*string, (never None)*) – Data Path, F-Curve data path
- **index** (*int in [0, inf], (optional)*) – Index, Array index

**RETURNS:**

The found F-Curve, or None if it doesn't exist

**RETURN TYPE:**

`FCurve`

**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_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

- `AnimData.drivers`