DopeSheet(bpy_struct)

base class — `bpy_struct`

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

>   Settings for filtering the channels shown in animation editors

>   **filter_collection**

>>   Collection that included object should be a member of

>>   **TYPE:**

>>>   `Collection`

>   **filter_fcurve_name**

>>   F-Curve live filtering string

>>   **TYPE:**

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

>   **filter_text**

>>   Live filtering string

>>   **TYPE:**

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

>   **show_armatures**

>>   Include visualization of armature related animation data

>>   **TYPE:**

>>>   boolean, default False

>   **show_cache_files**

>>   Include visualization of cache file related animation data

>>   **TYPE:**

>>>   boolean, default False

>   **show_cameras**

>>   Include visualization of camera related animation data

>>   **TYPE:**

>>>   boolean, default False

>   **show_curves**

>>   Include visualization of curve related animation data

>>   **TYPE:**

>>>   boolean, default False

>   **show_datablock_filters**

>>   Show options for whether channels related to certain types of data are included

>>   **TYPE:**

>>>   boolean, default False

>   **show_driver_fallback_as_error**

Include drivers that relied on any fallback values for their evaluation in the Only Show Errors filter, even if the driver evaluation succeeded

TYPE:

boolean, default False

show_expanded_summary

Collapse summary when shown, so all other channels get hidden (Dope Sheet editors only)

TYPE:

boolean, default False

show_gpencil

Include visualization of Grease Pencil related animation data and frames

TYPE:

boolean, default False

show_hair_curves

Include visualization of hair related animation data

TYPE:

boolean, default False

show_hidden

Include channels from objects/bone that are not visible

TYPE:

boolean, default False

show_lattices

Include visualization of lattice related animation data

TYPE:

boolean, default False

show_lights

Include visualization of light related animation data

TYPE:

boolean, default False

show_linestyles

Include visualization of Line Style related Animation data

TYPE:

boolean, default False

show_materials

Include visualization of material related animation data

TYPE:

boolean, default False

show_meshes

Include visualization of mesh related animation data

TYPE:

boolean, default False

show_metaballs

Include visualization of metaball related animation data

TYPE:

boolean, default False

show_missing_nla

Include animation data-blocks with no NLA data (NLA editor only)

TYPE:

boolean, default False

show_modifiers

Include visualization of animation data related to data-blocks linked to modifiers

TYPE:

boolean, default False

show_movieclips

Include visualization of movie clip related animation data

TYPE:

boolean, default False

show_nodes

Include visualization of node related animation data

TYPE:

boolean, default False

show_only_errors

Only include F-Curves and drivers that are disabled or have errors

TYPE:

boolean, default False

show_only_selected

Only include channels relating to selected objects and data

TYPE:

boolean, default False

show_only_slot_of_active_object

Only show the slot of the active Object. Otherwise show all the Action's Slots

TYPE:

boolean, default False

show_particles

Include visualization of particle related animation data

TYPE:

boolean, default False

show_pointclouds

Include visualization of point cloud related animation data

TYPE:

TYPE:

boolean, default False

show_scenes

Include visualization of scene related animation data

TYPE:

boolean, default False

show_shapekeys

Include visualization of shape key related animation data

TYPE:

boolean, default False

show_speakers

Include visualization of speaker related animation data

TYPE:

boolean, default False

show_summary

Display an additional 'summary' line (Dope Sheet editors only)

TYPE:

boolean, default False

show_textures

Include visualization of texture related animation data

TYPE:

boolean, default False

show_transforms

Include visualization of object-level animation data (mostly transforms)

TYPE:

boolean, default False

show_volumes

Include visualization of volume related animation data

TYPE:

boolean, default False

show_worlds

Include visualization of world related animation data

TYPE:

boolean, default False

source

ID-Block representing source data, usually ID_SCE (i.e. Scene)

TYPE:

`ID`, (readonly)

use_datablock_sort

Alphabetically sorts data-blocks - mainly objects in the scene (disable to increase viewport speed)

TYPE:
    boolean, default False

use_filter_invert

Invert filter search

TYPE:
    boolean, default False

use_multi_word_filter

Perform fuzzy/multi-word matching. Warning: May be slow

TYPE:
    boolean, default False

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.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

- `SpaceDopeSheetEditor.dopesheet`
- `SpaceGraphEditor.dopesheet`
  - `SpaceNLA.dopesheet`