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# Marker Operators

`bpy.ops.marker.add()`

Add a new time marker

`bpy.ops.marker.camera_bind()`

Bind the selected camera to a marker on the current frame

`bpy.ops.marker.delete(*, confirm=True)`

Delete selected time marker(s)

## PARAMETERS:

**confirm** (*boolean, (optional)*) – Confirm, Prompt for confirmation

`bpy.ops.marker.duplicate(*, frames=0)`

Duplicate selected time marker(s)

## PARAMETERS:

**frames** (*int in [-inf, inf], (optional)*) – Frames

`bpy.ops.marker.make_links_scene(*, scene="")`

Copy selected markers to another scene

## PARAMETERS:

**scene** (*enum in [], (optional)*) – Scene

`bpy.ops.marker.move(*, frames=0, tweak=False)`

Move selected time marker(s)

## PARAMETERS:

- **frames** (*int in [-inf, inf], (optional)*) – Frames
- **tweak** (*boolean, (optional)*) – Tweak, Operator has been activated using a click-drag event

`bpy.ops.marker.rename(*, name='RenamedMarker')`

Rename first selected time marker

## PARAMETERS:

**name** (*string, (optional, never None)*) – Name, New name for marker

`bpy.ops.marker.select(*, wait_to_deselect_others=False, mouse_x=0, mouse_y=0, extend=False, camera=False)`

Select time marker(s)

## PARAMETERS:

- **wait\_to\_deselect\_others** (*boolean, (optional)*) – Wait to Deselect Others
- **mouse\_x** (*int in [-inf, inf], (optional)*) – Mouse X
- **mouse\_y** (*int in [-inf, inf], (optional)*) – Mouse Y
- **extend** (*boolean, (optional)*) – Extend, Extend the selection
- **camera** (*boolean, (optional)*) – Camera, Select the camera

`bpy.ops.marker.select_all(*, action='TOGGLE')`

Change selection of all time markers

## PARAMETERS:

**action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) –

Action, Selection action to execute

- **TOGGLE** Toggle – Toggle selection for all elements.
- **SELECT** Select – Select all elements.
- **DESELECT** Deselect – Deselect all elements.
- **INVERT** Invert – Invert selection of all elements.

`bpy.ops.marker.select_box(*, xmin=0, xmax=0, ymin=0, ymax=0, wait_for_input=True, mode='SET', tweak=False)`

Select all time markers using box selection

#### PARAMETERS:

- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **wait\_for\_input** (*boolean, (optional)*) – Wait for Input
- **mode** (*enum in ['SET', 'ADD', 'SUB'], (optional)*) – Mode
  - **SET** Set – Set a new selection.
  - **ADD** Extend – Extend existing selection.
  - **SUB** Subtract – Subtract existing selection.
- **tweak** (*boolean, (optional)*) – Tweak, Operator has been activated using a click-drag event

`bpy.ops.marker.select_leftright(*, mode='LEFT', extend=False)`

Select markers on and left/right of the current frame

#### PARAMETERS:

- **mode** (*enum in ['LEFT', 'RIGHT'], (optional)*) – Mode
- **extend** (*boolean, (optional)*) – Extend Select