XrActionMapItem(bpy_struct)

base class — `bpy_struct`

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

> **bimanual**
>
> > The action depends on the states/poses of both user paths
> >
> > **TYPE:**
> >
> > > boolean, default False
>
> **bindings**
>
> > Bindings for the action map item, mapping the action to an XR input
> >
> > **TYPE:**
> >
> > > `XrActionMapBindings bpy_prop_collection` of `XrActionMapBinding`, (readonly)
>
> **haptic_amplitude**
>
> > Intensity of the haptic vibration, ranging from 0.0 to 1.0
> >
> > **TYPE:**
> >
> > > float in [0, 1], default 0.0
>
> **haptic_duration**
>
> > Haptic duration in seconds. 0.0 is the minimum supported duration.
> >
> > **TYPE:**
> >
> > > float in [0, inf], default 0.0
>
> **haptic_frequency**
>
> > Frequency of the haptic vibration in hertz. 0.0 specifies the OpenXR runtime's default frequency.
> >
> > **TYPE:**
> >
> > > float in [0, inf], default 0.0
>
> **haptic_match_user_paths**
>
> > Apply haptics to the same user paths for the haptic action and this action
> >
> > **TYPE:**
> >
> > > boolean, default False
>
> **haptic_mode**
>
> > Haptic application mode
> >
> > - `PRESS` Press – Apply haptics on button press.
> > - `RELEASE` Release – Apply haptics on button release.
> > - `PRESS_RELEASE` Press Release – Apply haptics on button press and release.
> > - `REPEAT` Repeat – Apply haptics repeatedly for the duration of the button press.
> >
> > **TYPE:**
> >
> > > enum in ['PRESS', 'RELEASE', 'PRESS_RELEASE', 'REPEAT'], default 'PRESS'
>
> **haptic_name**
>
> > Name of the haptic action to apply when executing this action
> >
> > **TYPE:**

string, default "", (never None)

name

Name of the action map item

TYPE:

string, default "", (never None)

op

Identifier of operator to call on action event

TYPE:

string, default "", (never None)

op_mode

Operator execution mode

- `PRESS` Press – Execute operator on button press (non-modal operators only).
- `RELEASE` Release – Execute operator on button release (non-modal operators only).
- `MODAL` Modal – Use modal execution (modal operators only).

TYPE:

enum in ['PRESS', 'RELEASE', 'MODAL'], default 'PRESS'

op_name

Name of operator (translated) to call on action event

TYPE:

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

op_properties

Properties to set when the operator is called

TYPE:

OperatorProperties, (readonly)

pose_is_controller_aim

The action poses will be used for the VR controller aims

TYPE:

boolean, default False

pose_is_controller_grip

The action poses will be used for the VR controller grips

TYPE:

boolean, default False

selected_binding

Currently selected binding

TYPE:

int in [-32768, 32767], default 0

type

Action type

- `FLOAT` Float – Float action, representing either a digital or analog button.

- `VECTOR2D` Vector2D – 2D float vector action, representing a thumbstick or trackpad.
- `POSE` Pose – 3D pose action, representing a controller's location and rotation.
- `VIBRATION` Vibration – Haptic vibration output action, to be applied with a duration, frequency, and amplitude.

TYPE:

enum in ['FLOAT', 'VECTOR2D', 'POSE', 'VIBRATION'], default 'FLOAT'

user_paths

OpenXR user paths

TYPE:

`XrUserPaths` `bpy_prop_collection` of `XrUserPath`, (readonly)

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

- XrActionMap.actionmap_items
- XrActionMapItems.find
- XrActionMapItems.new
- XrActionMapItems.new_from_item
- XrActionMapItems.new_from_item
- XrActionMapItems.remove
- XrSessionState.action_binding_create
- XrSessionState.action_create

Report issue on this page