

# MaskStrip(Strip)

base classes — `bpy_struct`, `Strip`

**class** `bpy.types.MaskStrip(Strip)`

Sequence strip to load a video from a mask

## **alpha\_mode**

Representation of alpha information in the RGBA pixels

- `STRAIGHT` Straight – RGB channels in transparent pixels are unaffected by the alpha channel.
- `PREMUL` Premultiplied – RGB channels in transparent pixels are multiplied by the alpha channel.

### **TYPE:**

enum in ['STRAIGHT', 'PREMUL'], default 'STRAIGHT'

## **animation\_offset\_end**

Animation end offset (trim end)

### **TYPE:**

int in [0, inf], default 0

## **animation\_offset\_start**

Animation start offset (trim start)

### **TYPE:**

int in [0, inf], default 0

## **color\_multiply**

### **TYPE:**

float in [0, 20], default 1.0

## **color\_saturation**

Adjust the intensity of the input's color

### **TYPE:**

float in [0, 20], default 1.0

## **crop**

### **TYPE:**

`StripCrop`, (readonly)

## **mask**

Mask that this sequence uses

### **TYPE:**

`Mask`

## **multiply\_alpha**

Multiply alpha along with color channels

### **TYPE:**

boolean, default False

## **strobe**

Only display even/odd frames

Only display every nth frame

**TYPE:**

float in [1, 30], default 0.0

**transform**

**TYPE:**

`StripTransform`, (readonly)

**use\_deinterlace**

Remove fields from video movies

**TYPE:**

boolean, default False

**use\_flip\_x**

Flip on the X axis

**TYPE:**

boolean, default False

**use\_flip\_y**

Flip on the Y axis

**TYPE:**

boolean, default False

**use\_float**

Convert input to float data

**TYPE:**

boolean, default False

**use\_reverse\_frames**

Reverse frame order

**TYPE:**

boolean, default False

**classmethod `bl_ma_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`
- `Strip.name`
- `Strip.type`
- `Strip.select`
- `Strip.select_left_handle`
- `Strip.select_right_handle`
- `Strip.mute`
- `Strip.lock`
- `Strip.frame_final_duration`
- `Strip.frame_duration`
- `Strip.frame_start`
- `Strip.frame_final_start`
- `Strip.frame_final_end`
- `Strip.frame_offset_start`
- `Strip.frame_offset_end`
- `Strip.channel`
- `Strip.use_linear_modifiers`
- `Strip.blend_type`
- `Strip.blend_alpha`
- `Strip.effect_fader`
- `Strip.use_default_fade`
- `Strip.color_tag`
- `Strip.modifiers`
- `Strip.use_cache_raw`
- `Strip.use_cache_preprocessed`
- `Strip.use_cache_composite`
- `Strip.override_cache_settings`
- `Strip.show_retiming_keys`

## 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`
- `Strip.strip_elem_from_frame`
- `Strip.swap`
- `Strip.move_to_meta`
- `Strip.parent_meta`
- `Strip.invalidate_cache`
- `Strip.split`
- `Strip.bl_rna_get_subclass`
- `Strip.bl_rna_get_subclass_py`