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# ThemeClipEditor(bpy\_struct)

base class — `bpy_struct`

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

Theme settings for the Movie Clip Editor

## **active\_marker**

Color of active marker

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

## **disabled\_marker**

Color of disabled marker

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

## **frame\_current**

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

## **grid**

### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

## **handle\_align**

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

## **handle\_auto**

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

## **handle\_auto\_clamped**

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

## **handle\_free**

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

## **handle\_sel\_align**

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

## **handle\_sel\_auto**

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

## **handle\_sel\_auto\_clamped**

### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **handle\_sel\_free**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **handle\_vertex**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **handle\_vertex\_select**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **handle\_vertex\_size**

**TYPE:**

int in [1, 100], default 0

#### **locked\_marker**

Color of locked marker

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **marker**

Color of marker

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **marker\_outline**

Color of marker's outline

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **metadatabg**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **metadatatext**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **path\_after**

Color of path after current frame

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **path\_before**

Color of path before current frame

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

### **path\_keyframe\_after**

Color of keyframes on a path after current frame

#### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

### **path\_keyframe\_before**

Color of keyframes on a path before current frame

#### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

### **selected\_marker**

Color of selected marker

#### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

### **space**

Settings for space

#### **TYPE:**

`ThemeSpaceGeneric`, (readonly, never None)

### **space\_list**

Settings for space list

#### **TYPE:**

`ThemeSpaceListGeneric`, (readonly, never None)

### **strips**

#### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

### **strips\_selected**

#### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

### **time\_marker\_line**

#### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

### **time\_marker\_line\_selected**

#### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

### **time\_scrub\_background**

#### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

### **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

- |   |  |
|---|--|
| • <code>bpy_struct.as_pointer</code>                      | • <code>bpy_struct.items</code>                            |
| • <code>bpy_struct.driver_add</code>                      | • <code>bpy_struct.keyframe_delete</code>                  |
| • <code>bpy_struct.driver_remove</code>                   | • <code>bpy_struct.keyframe_insert</code>                  |
| • <code>bpy_struct.get</code>                             | • <code>bpy_struct.keys</code>                             |
| • <code>bpy_struct.id_properties_clear</code>             | • <code>bpy_struct.path_from_id</code>                     |
| • <code>bpy_struct.id_properties_ensure</code>            | • <code>bpy_struct.path_resolve</code>                     |
| • <code>bpy_struct.id_properties_ui</code>                | • <code>bpy_struct.pop</code>                              |
| • <code>bpy_struct.is_property_hidden</code>              | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code>                   |
| • <code>bpy_struct.is_property_readonly</code>            | • <code>bpy_struct.type_recast</code>                      |
| • <code>bpy_struct.is_property_set</code>                 | • <code>bpy_struct.values</code>                           |

## References

- `Theme.clip_editor`