

[Skip to content](#)

ActionSlots(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ActionSlots(bpy_struct)`

Collection of action slots

active

Active slot for this action

TYPE:

`ActionSlot`

new(id_type, name)

Add a slot to the Action

PARAMETERS:

- **id_type** (enum in [Id Type Items](#)) – Data-block Type, The data-block type that the slot is intended for. This is combined with the slot name to create the slot's unique identifier, and is also used to limit (on a best-effort basis) which data-blocks the slot can be assigned to.
- **name** (*string, (never None)*) – Name, Name of the slot. This will be made unique within the Action among slots of the same type

RETURNS:

Newly created action slot

RETURN TYPE:

`ActionSlot`

remove(action_slot)

Remove the slot from the Action, including all animation that is associated with that slot

PARAMETERS:

action_slot (`ActionSlot`) – Action Slot, The slot to remove

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`

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

- `Action.slots`