Import Anim Operators

bpy.ops.import_anim.**bvh(*, filepath='', filter_glob='*.bvh', target='ARMATURE', global_scale=1.0, frame_start=1, use_fps_scale=False, update_scene_fps=False, update_scene_duration=False, use_cyclic=False, rotate_mode='NATIVE', axis_forward='-Z', axis_up='Y')**

Load a BVH motion capture file

PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Filepath used for importing the file
- **filter_glob** (*string, (optional, never None)*) – filter_glob
- **target** (*enum in ['ARMATURE', 'OBJECT'], (optional)*) – Target, Import target type
- **global_scale** (*float in [0.0001, 1e+06], (optional)*) – Scale, Scale the BVH by this value
- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Starting frame for the animation
- **use_fps_scale** (*boolean, (optional)*) – Scale FPS, Scale the framerate from the BVH to the current scenes, otherwise each BVH frame maps directly to a Blender frame
- **update_scene_fps** (*boolean, (optional)*) – Update Scene FPS, Set the scene framerate to that of the BVH file (note that this nullifies the 'Scale FPS' option, as the scale will be 1:1)
- **update_scene_duration** (*boolean, (optional)*) – Update Scene Duration, Extend the scene's duration to the BVH duration (never shortens the scene)
- **use_cyclic** (*boolean, (optional)*) – Loop, Loop the animation playback
- **rotate_mode** (*enum in ['QUATERNION', 'NATIVE', 'XYZ', 'XZY', 'YXZ', 'YZX', 'ZXY', 'ZYX'], (optional)*) – Rotation, Rotation conversion

    - `QUATERNION` Quaternion – Convert rotations to quaternions.
    - `NATIVE` Euler (Native) – Use the rotation order defined in the BVH file.
    - `XYZ` Euler (XYZ) – Convert rotations to euler XYZ.
    - `XZY` Euler (XZY) – Convert rotations to euler XZY.
    - `YXZ` Euler (YXZ) – Convert rotations to euler YXZ.
    - `YZX` Euler (YZX) – Convert rotations to euler YZX.
    - `ZXY` Euler (ZXY) – Convert rotations to euler ZXY.
    - `ZYX` Euler (ZYX) – Convert rotations to euler ZYX.

- **axis_forward** (*enum in ['X', 'Y', 'Z', '-X', '-Y', '-Z'], (optional)*) – Forward
- **axis_up** (*enum in ['X', 'Y', 'Z', '-X', '-Y', '-Z'], (optional)*) – Up

FILE:

addons_core/io_anim_bvh/__init__.py:116