

FCurveKeyframePoints(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.FCurveKeyframePoints(bpy_struct)

Collection of keyframe points

insert(frame, value, *, options={}, keyframe_type='KEYFRAME')

Add a keyframe point to a F-Curve

PARAMETERS:

- **frame** (*float in $[-inf, inf]$*) – X Value of this keyframe point
- **value** (*float in $[-inf, inf]$*) – Y Value of this keyframe point
- **options** (*enum set in $\{ 'REPLACE', 'NEEDED', 'FAST' \}$, (optional)*) – Keyframe options
 - **REPLACE** Replace – Don't add any new keyframes, but just replace existing ones.
 - **NEEDED** Needed – Only adds keyframes that are needed.
 - **FAST** Fast – Fast keyframe insertion to avoid recalculating the curve each time.
- **keyframe_type** (enum in [Beztriple Keyframe Type Items](#), (optional)) – Type of keyframe to insert

RETURNS:

Newly created keyframe

RETURN TYPE:

[Keyframe](#)

add(count)

Add a keyframe point to a F-Curve

PARAMETERS:

count (*int in $[0, inf]$*) – Number, Number of points to add to the spline

remove(keyframe, *, fast=False)

Remove keyframe from an F-Curve

PARAMETERS:

- **keyframe** ([Keyframe](#), (never None)) – Keyframe to remove
- **fast** (*boolean, (optional)*) – Fast, Fast keyframe removal to avoid recalculating the curve each time

clear()

Remove all keyframes from an F-Curve

sort()

Ensure all keyframe points are chronologically sorted

deduplicate()

Ensure there are no duplicate keys. Assumes that the points have already been sorted

handles_recalc()

Update handles after modifications to the keyframe points, to update things like auto-clamping

classmethod bl_ma_get_subclass(id, default=None)

PARAMETERS:

id (str) – The DNA key identifier

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

- | | |
|---|--|
| • <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

- `FCurve.keyframe_points`