## ActionChannelbag(bpy\_struct)

```
base class — bpy_struct
class bpy.types.ActionChannelbag(bpy_struct)
    Collection of animation channels, typically associated with an action slot
    fcurves
        The individual F-Curves that animate the slot
        TYPE:
             ActionChannelbagFCurves bpy_prop_collection of FCurve, (readonly)
    groups
        Groupings of F-Curves for display purposes, in e.g. the dopesheet and graph editor
        TYPE:
             ActionChannelbagGroups bpy prop collection of ActionGroup, (readonly)
    slot
        The Slot that the Channelbag's animation data is for
        TYPE:
             ActionSlot, (readonly)
    slot_handle
        TYPE:
             int in [-inf, inf], default 0, (readonly)
    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**

- 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.property\_unset
- 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.type\_recast
- bpy struct.values

## References

- ActionChannelbags.new ActionKeyframeStrip.channelbag
- ActionChannelbags.remove ActionKeyframeStrip.channelbags

Previous Action(ID)

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