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# SequencerTimelineOverlay(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.SequencerTimelineOverlay(bpy\_struct)

**show\_fcurses**

Display strip opacity/volume curve

**TYPE:**

boolean, default False

**show\_grid**

Show vertical grid lines

**TYPE:**

boolean, default False

**show\_strip\_duration**

**TYPE:**

boolean, default False

**show\_strip\_name**

**TYPE:**

boolean, default False

**show\_strip\_offset**

Display strip in/out offsets

**TYPE:**

boolean, default False

**show\_strip\_retiming**

Display retiming keys on top of strips

**TYPE:**

boolean, default False

**show\_strip\_source**

Display path to source file, or name of source datablock

**TYPE:**

boolean, default False

**show\_strip\_tag\_color**

Display the strip color tags in the sequencer

**TYPE:**

boolean, default False

**show\_thumbnails**

Show strip thumbnails

**TYPE:**

boolean, default False

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## waveform\_display\_style

How Waveforms are displayed

- `FULL_WAVEFORMS` Full – Display full waveform.
- `HALF_WAVEFORMS` Half – Display upper half of the absolute value waveform.

### TYPE:

enum in [`'FULL_WAVEFORMS'`, `'HALF_WAVEFORMS'`], default `'FULL_WAVEFORMS'`

## waveform\_display\_type

How Waveforms are displayed

- `ALL_WAVEFORMS` On – Display waveforms for all sound strips.
- `DEFAULT_WAVEFORMS` Strip – Display waveforms depending on strip setting.
- `NO_WAVEFORMS` Off – Don't display waveforms for any sound strips.

### TYPE:

enum in [`'ALL_WAVEFORMS'`, `'DEFAULT_WAVEFORMS'`, `'NO_WAVEFORMS'`], default `'DEFAULT_WAVEFORMS'`

## 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.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.is\\_property\\_readonly](#)
- [bpy\\_struct.is\\_property\\_set](#)
- [bpy\\_struct.type\\_recast](#)
- [bpy\\_struct.values](#)

## References

- [SpaceSequenceEditor.timeline\\_overlay](#)

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