Export Anim Operators

bpy.ops.export_anim.**bvh(*, filepath='', check_existing=True, filter_glob='*.bvh', global_scale=1.0, frame_start=0, frame_end=0, rotate_mode='NATIVE', root_transform_only=False)**

Save a BVH motion capture file from an armature

PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Filepath used for exporting the file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_glob** (*string, (optional, never None)*) – filter_glob
- **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 to export
- **frame_end** (*int in [-inf, inf], (optional)*) – End Frame, End frame to export
- **rotate_mode** (*enum in ['NATIVE', 'XYZ', 'XZY', 'YXZ', 'YZX', 'ZXY', 'ZYX'], (optional)*) – Rotation, Rotation conversion

  - `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.

- **root_transform_only** (*boolean, (optional)*) – Root Translation Only, Only write out translation channels for the root bone

FILE:

addons_core/io_anim_bvh/__init__.py:279