

SequenceEditor(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SequenceEditor(bpy_struct)`

Sequence editing data for a Scene data-block

active_strip

Sequencer's active strip

TYPE:

`Strip`

channels

TYPE:

`bpy_prop_collection` of `SequenceTimelineChannel`, (readonly)

meta_stack

Meta strip stack, last is currently edited meta strip

TYPE:

`bpy_prop_collection` of `Strip`, (readonly)

overlay_frame

Number of frames to offset

TYPE:

`int` in `[-inf, inf]`, default 0

proxy_dir

TYPE:

`string`, default `""`, (never `None`)

proxy_storage

How to store proxies for this project

- `PER_STRIP` Per Strip – Store proxies using per strip settings.
- `PROJECT` Project – Store proxies using project directory.

TYPE:

`enum` in `['PER_STRIP', 'PROJECT']`, default `'PER_STRIP'`

selected_retiming_keys

TYPE:

`boolean`, default `False`, (readonly)

sequences

(Deprecated: Replaced by `'strips'`) Top-level strips only

TYPE:

`StripsTopLevel` `bpy_prop_collection` of `Strip`, (readonly)

sequences_all

(Deprecated: Replaced by `'strips_all'`) All strips, recursively including those inside metastrips

TYPE:

`bpy_prop_collection` of `Strip`, (readonly)

show_missing_media

Render missing images/movies with a solid magenta color

TYPE:

boolean, default False

show_overlay_frame

Partial overlay on top of the sequencer with a frame offset

TYPE:

boolean, default False

strips

Top-level strips only

TYPE:

`StripsTopLevel` `bpy_prop_collection` of `Strip`, (readonly)

strips_all

All strips, recursively including those inside metastrips

TYPE:

`bpy_prop_collection` of `Strip`, (readonly)

use_cache_composite

Cache intermediate composited images, for faster tweaking of stacked strips at the cost of memory usage

TYPE:

boolean, default False

use_cache_final

Cache final image for each frame

TYPE:

boolean, default False

use_cache_preprocessed

Cache preprocessed images, for faster tweaking of effects at the cost of memory usage

TYPE:

boolean, default False

use_cache_raw

Cache raw images read from disk, for faster tweaking of strip parameters at the cost of memory usage

TYPE:

boolean, default False

use_overlay_frame_lock**TYPE:**

boolean, default False

use_prefetch

Render frames ahead of current frame in the background for faster playback

TYPE:

boolean, default False

display_stack(meta_sequence)

Display strips stack

PARAMETERS:

meta_sequence ([Strip](#)) – Meta Strip, Meta to display its stack

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.items |
| • bpy_struct.driver_add | • bpy_struct.keyframe_delete |
| • bpy_struct.driver_remove | • bpy_struct.keyframe_insert |
| • bpy_struct.get | • bpy_struct.keys |
| • bpy_struct.id_properties_clear | • bpy_struct.path_from_id |
| • bpy_struct.id_properties_ensure | • bpy_struct.path_resolve |
| • bpy_struct.id_properties_ui | • bpy_struct.pop |
| • bpy_struct.is_property_hidden | • bpy_struct.property_overridable_library_set |
| • bpy_struct.is_property_overridable_library | • bpy_struct.property_unset |
| • bpy_struct.is_property_readonly | • bpy_struct.type_recast |
| • bpy_struct.is_property_set | • bpy_struct.values |

References

- [Scene.sequence_editor](#)
- [Scene.sequence_editor_create](#)

