

[Skip to content](#)

# KeyingSet(bpy\_struct)

base class — [bpy\\_struct](#)

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

Settings that should be keyframed together

## **bl\_description**

A short description of the keying set

### **TYPE:**

string, default “”, (never None)

## **bl\_idname**

If this is set, the Keying Set gets a custom ID, otherwise it takes the name of the class used to define the Keying Set (for example, if the class name is “BUILTIN\_KSI\_location”, and bl\_idname is not set by the script, then bl\_idname = “BUILTIN\_KSI\_location”)

### **TYPE:**

string, default “”, (never None)

## **bl\_label**

### **TYPE:**

string, default “”, (never None)

## **is\_path\_absolute**

Keying Set defines specific paths/settings to be keyframed (i.e. is not reliant on context info)

### **TYPE:**

boolean, default False, (readonly)

## **paths**

Keying Set Paths to define settings that get keyframed together

### **TYPE:**

[KeyingSetPaths](#) [bpy\\_prop\\_collection](#) of [KeyingSetPath](#) , (readonly)

## **type\_info**

Callback function defines for built-in Keying Sets

### **TYPE:**

[KeyingSetInfo](#) , (readonly)

## **use\_insertkey\_needed**

Only insert keyframes where they’re needed in the relevant F-Curves

### **TYPE:**

boolean, default False

## **use\_insertkey\_override\_needed**

Override default setting to only insert keyframes where they’re needed in the relevant F-Curves

### **TYPE:**

boolean, default False

## **use\_insertkey\_override\_visual**

Override default setting to insert keyframes based on ‘visual transforms’

• [Contexts containing keyframes based on 'visual transforms'](#)

**TYPE:**

boolean, default False

**use\_insertkey\_visual**

Insert keyframes based on 'visual transforms'

**TYPE:**

boolean, default False

**refresh()**

Refresh Keying Set to ensure that it is valid for the current context (call before each use of one)

**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.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.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

## References

- `KeyingSetInfo.generate`
- `KeyingSetInfo.iterator`
- `KeyingSets.active`
- `KeyingSets.new`
- `KeyingSetsAll.active`
- `Scene.keying_sets`
- `Scene.keying_sets_all`

[Previous](#)  
[Keyframe\(bpy\\_struct\)](#)  
[Report issue on this page](#)

Copyright © Blender Authors  
Made with [Furo](#)

[Next](#)  
[KeyingSetInfo\(bpy\\_struct\)](#)