KeyingSets(bpy_struct)

base class — `bpy_struct`

class bpy.types.**KeyingSets(bpy_struct)**

Scene keying sets

active

Active Keying Set used to insert/delete keyframes

TYPE:

`KeyingSet`

active_index

Current Keying Set index (negative for 'builtin' and positive for 'absolute')

TYPE:

int in [-inf, inf], default 0

new(*, idname='KeyingSet', name='KeyingSet')

Add a new Keying Set to Scene

PARAMETERS:

- **idname** (*string, (optional, never None)*) – IDName, Internal identifier of Keying Set
- **name** (*string, (optional, never None)*) – Name, User visible name of Keying Set

RETURNS:

Newly created Keying Set

RETURN TYPE:

`KeyingSet`

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

- Scene.keying_sets

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