## Skip to content ThemeNLAEditor(bpy\_struct)

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base class — bpy_struct
class bpy.types.ThemeNLAEditor(bpy_struct)
    Theme settings for the NLA Editor
     active action
         Animation data-block has active action
         TYPE:
              float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
     active_action_unset
         Animation data-block doesn't have active action
         TYPE:
              float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
     dopesheet_channel
         Nonlinear Animation Channel
         TYPE:
              mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
     dopesheet\_subchannel
         TYPE:
              mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
     frame_current
         TYPE:
              mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
     grid
         TYPE:
              mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
     keyframe_border
         Color of keyframe border
         TYPE:
              float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
     keyframe_border_selected
         Color of selected keyframe border
         TYPE:
              float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
     meta_strips
         Unselected Meta Strip (for grouping related strips)
         TYPE:
              mathutils. Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
```

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meta_strips_selected
    Selected Meta Strip (for grouping related strips)
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
nla_track
    Nonlinear Animation Track
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
preview range
    Color of preview range overlay
    TYPE:
         float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
sound strips
    Unselected Sound Strip (for timing speaker sounds)
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
sound strips selected
    Selected Sound Strip (for timing speaker sounds)
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
space
    Settings for space
    TYPE:
         ThemeSpaceGeneric, (readonly, never None)
space_list
    Settings for space list
    TYPE:
         ThemeSpaceListGeneric, (readonly, never None)
strips
    Unselected Action-Clip Strip
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
strips_selected
    Selected Action-Clip Strip
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
time_marker_line
    TYPE:
         float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
```

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time_marker_line_selected
    TYPE:
         float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
time scrub background
    TYPE:
         float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)
transition_strips
    Unselected Transition Strip
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
transition strips selected
    Selected Transition Strip
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
tweak
    Color for strip/action being "tweaked" or edited
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
tweak duplicate
    Warning/error indicator color for strips referencing the strip being tweaked
    TYPE:
         \mathtt{mathutils.Color} of 3 items in [0, 1], default (0.0, 0.0, 0.0)
view_sliders
    TYPE:
         mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)
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.property\_unset
- 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.type\_recast
- bpy\_struct.values

## References

• Theme.nla editor

**Previous** ThemeInfo(bpy\_struct)

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ThemeNodeEditor(bpy stru