# Skip to content StripsMeta(bpy\_struct)

```
base class — bpy_struct
```

### class bpy.types.StripsMeta(bpy struct)

Collection of Strips

### new clip(name, clip, channel, frame start)

Add a new movie clip strip

#### **PARAMETERS:**

- name (string, (never None)) Name for the new strip
- clip (MovieClip, (never None)) Movie clip to add
- channel (int in [1, 128]) Channel, The channel for the new strip
- frame start (int in [-1048574, 1048574]) The start frame for the new strip

### **RETURNS:**

New Strip

#### **RETURN TYPE:**

Strip

### new\_mask(name, mask, channel, frame\_start)

Add a new mask strip

#### **PARAMETERS:**

- name (string, (never None)) Name for the new strip
- mask (Mask, (never None)) Mask to add
- channel (int in [1, 128]) Channel, The channel for the new strip
- frame start (int in [-1048574, 1048574]) The start frame for the new strip

#### **RETURNS:**

New Strip

#### **RETURN TYPE:**

Strip

#### new\_scene(name, scene, channel, frame\_start)

Add a new scene strip

#### **PARAMETERS:**

- name (string, (never None)) Name for the new strip
- scene (Scene, (never None)) Scene to add
- channel (int in [1, 128]) Channel, The channel for the new strip
- frame\_start (int in [-1048574, 1048574]) The start frame for the new strip

## **RETURNS:**

New Strip

#### **RETURN TYPE:**

Strip

## new\_image(name, filepath, channel, frame\_start, \*, fit\_method='ORIGINAL')

Add a new image strip

### **PARAMETERS:**

- name (string, (never None)) Name for the new strip
- filepath (string, (never None)) Filepath to image
- channel (int in [1, 128]) Channel, The channel for the new strip
- frame start (int in [-1048574, 1048574]) The start frame for the new strip
- fit\_method (emum in ['FIT', 'FILL', 'STRETCH', 'ORIGINAL'], (optional, optional argument)) Image Fit Method
  - FIT Scale to Fit Scale image so fits in preview.
  - FILL Scale to Fill Scale image so it fills preview completely.
  - STRETCH Stretch to Fill Stretch image so it fills preview.
  - ORIGINAL Use Original Size Don't scale the image.

#### **RETURNS:**

New Strip

#### **RETURN TYPE:**

Strip

### new movie(name, filepath, channel, frame start, \*, fit method='ORIGINAL')

Add a new movie strip

#### **PARAMETERS:**

- name (string, (never None)) Name for the new strip
- **filepath** (*string*, (*never None*)) Filepath to movie
- channel (int in [1, 128]) Channel, The channel for the new strip
- frame\_start (int in [-1048574, 1048574]) The start frame for the new strip
- fit\_method (enum in ['FIT', 'FILL', 'STRETCH', 'ORIGINAL'], (optional, optional argument)) Image Fit Method
  - FIT Scale to Fit Scale image so fits in preview.
  - $\circ \quad {\tt FILL} \ \, {\tt Scale} \ \, {\tt to} \ \, {\tt Fill-Scale} \ \, {\tt image} \ \, {\tt so} \ \, {\tt it} \ \, {\tt fills} \ \, {\tt preview} \ \, {\tt completely}.$
  - $\circ \quad {\tt STRETCH} \ \, \textbf{Stretch} \ \, \textbf{to} \ \, \textbf{Fill} \textbf{Stretch} \ \, \textbf{image} \ \, \textbf{so} \ \, \textbf{it} \ \, \textbf{fills} \ \, \textbf{preview}.$
  - ORIGINAL Use Original Size Don't scale the image.

## **RETURNS:**

New Strip

#### **RETURN TYPE:**

Strip

#### new sound(name, filepath, channel, frame start)

Add a new sound strip

#### **PARAMETERS:**

- name (string, (never None)) Name for the new strip
- **filepath** (*string*, (*never None*)) Filepath to movie
- channel (int in [1, 128]) Channel, The channel for the new strip
- frame start (int in [-1048574, 1048574]) The start frame for the new strip

#### **RETURNS:**

New Strip

#### **RETURN TYPE:**

Strip

#### new\_meta(name, channel, frame\_start)

Add a new meta strip

#### **PARAMETERS:**

- name (string, (never None)) Name for the new strip
- channel (int in [1, 128]) Channel, The channel for the new strip
- frame\_start (int in [-1048574, 1048574]) The start frame for the new strip

#### **RETURNS:**

New Strip

#### **RETURN TYPE:**

Strip

### new\_effect(name, type, channel, frame\_start, \*, frame\_end=0, seq1=None, seq2=None)

Add a new effect strip

#### **PARAMETERS:**

- name (string, (never None)) Name for the new strip
- type (enum in ['CROSS', 'ADD', 'SUBTRACT', 'ALPHA\_OVER', 'ALPHA\_UNDER', 'GAMMA\_CROSS', 'MULTIPLY', 'OVER\_DROP', 'WIPE', 'GLOW', 'TRANSFORM', 'COLOR', 'SPEED', 'MULTICAM', 'ADJUSTMENT', 'GAUSSIAN\_BLUR', 'TEXT', 'COLORMIX']) Type, type for the new strip
- channel (int in [1, 128]) Channel, The channel for the new strip
- frame\_start (int in [-inf, inf]) The start frame for the new strip
- frame\_end (int in [-inf, inf], (optional)) The end frame for the new strip
- seq1 (Strip, (optional)) Strip 1 for effect
- seq2 (Strip, (optional)) Strip 2 for effect

#### **RETURNS:**

New Strip

#### **RETURN TYPE:**

Strip

## remove(sequence)

Remove a Strip

## **PARAMETERS:**

```
sequence (Strip, (never None)) – Strip to remove
```

#### 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

• MetaStrip.sequences • MetaStrip.strips

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StripsTopLevel(bpy stru