

KeyingSetsAll(bpy_struct)

base class — `bpy_struct`

class `bpy.types.KeyingSetsAll(bpy_struct)`

All available 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

classmethod `bl_ma_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_ma_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.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_override_library_set`

- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overrideable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.property_overrideable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

References

- `Scene.keying_sets_all`

[Previous](#)
[KeyingSets\(bpy_struct\)](#)
[Report issue on this page](#)

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

[Next](#)
[KinematicConstraint\(Constrain\)](#)