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TimelineMarker(bpy_struct)

base class — [bpy_struct](#)

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

Marker for noting points in the timeline

camera

Camera that becomes active on this frame

TYPE:

[Object](#)

frame

The frame on which the timeline marker appears

TYPE:

int in [-inf, inf], default 0

name

TYPE:

string, default ‘’, (never None)

select

Marker selection state

TYPE:

boolean, default False

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

- `Action.pose_markers`
- `ActionPoseMarkers.active`
- `ActionPoseMarkers.new`
- `ActionPoseMarkers.remove`
- `Scene.timeline_markers`
- `TimelineMarkers.new`
- `TimelineMarkers.remove`