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# ActionKeyframeStrip(ActionStrip)

base classes — bpy\_struct, ActionStrip

#### class bpy.types.ActionKeyframeStrip(ActionStrip)

Strip with a set of F-Curves for each action slot

#### channelbags

### TYPE:

ActionChannelbags bpy prop collection of ActionChannelbag, (readonly)

# channelbag(slot, \*, ensure=False)

Find the ActionChannelbag for a specific Slot

#### **PARAMETERS:**

- slot (ActionSlot) Slot, The slot for which to find the channelbag
- ensure (boolean, (optional)) Create if necessary, Ensure the channelbag exists for this slot, creating it if necessary

#### **RETURNS:**

Channels

#### **RETURN TYPE:**

ActionChannelbag

# key insert(slot, data path, array index, value, time)

key insert

#### **PARAMETERS:**

- $\bullet$  slot (ActionSlot) Slot, The slot that identifies which 'thing' should be keyed
- data\_path (string, (never None)) Data Path, F-Curve data path
- array\_index (int in [-inf, inf]) Array Index, Index of the animated array element, or -1 if the property is not an array
- value (float in [-inf, inf]) Value to key, Value of the animated property
- time (float in [-inf, inf]) Time of the key, Time, in frames, of the key

## **RETURNS:**

Success, Whether the key was successfully inserted

## **RETURN TYPE:**

boolean

# 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 • ActionStrip.type

# **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.type recast
- 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.values
- ActionStrip.bl\_rna\_get\_subclass
- ActionStrip.bl rna get subclass py

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