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GreasePencilFrame(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.GreasePencilFrame(bpy_struct)

A Grease Pencil keyframe

drawing

A Grease Pencil drawing

TYPE:

[GreasePencilDrawing](#)

frame_number

The frame number in the scene

TYPE:

int in [-1048574, 1048574], default 0, (readonly)

keyframe_type

Type of keyframe

- `KEYFRAME` Keyframe – Normal keyframe, e.g. for key poses.
- `BREAKDOWN` Breakdown – A breakdown pose, e.g. for transitions between key poses.
- `MOVING_HOLD` Moving Hold – A keyframe that is part of a moving hold.
- `EXTREME` Extreme – An ‘extreme’ pose, or some other purpose as needed.
- `JITTER` Jitter – A filler or baked keyframe for keying on ones, or some other purpose as needed.
- `GENERATED` Generated – A key generated automatically by a tool, not manually created.

TYPE:

enum in ['KEYFRAME', 'BREAKDOWN', 'MOVING_HOLD', 'EXTREME', 'JITTER', 'GENERATED'], default 'KEYFRAME'

select

Frame Selection in the Dope Sheet

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:

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- `GreasePencilFrames.copy`
- `GreasePencilLayer.current_frame`
- `GreasePencilFrames.move`
- `GreasePencilLayer.frames`
- `GreasePencilFrames.new`
- `GreasePencilLayer.get_frame_at`