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# GreasePencilFrames(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.GreasePencilFrames(bpy\_struct)

Collection of Grease Pencil frames

**new(frame\_number)**

Add a new Grease Pencil frame

**PARAMETERS:**

**frame\_number** (*int in [-1048574, 1048574]*) – Frame Number, The frame on which the drawing appears

**RETURNS:**

The newly created frame

**RETURN TYPE:**

[GreasePencilFrame](#)

**remove(frame\_number)**

Remove a Grease Pencil frame

**PARAMETERS:**

**frame\_number** (*int in [-1048574, 1048574]*) – Frame Number, The frame number of the frame to remove

**copy(from\_frame\_number, to\_frame\_number, \*, instance\_drawing=False)**

Copy a Grease Pencil frame

**PARAMETERS:**

- **from\_frame\_number** (*int in [-1048574, 1048574]*) – Source Frame Number, The frame number of the source frame
- **to\_frame\_number** (*int in [-1048574, 1048574]*) – Frame Number of Copy, The frame number to copy the frame to
- **instance\_drawing** (*boolean, (optional)*) – Instance Drawing, Let the copied frame use the same drawing as the source

**RETURNS:**

The newly copied frame

**RETURN TYPE:**

[GreasePencilFrame](#)

**move(from\_frame\_number, to\_frame\_number)**

Move a Grease Pencil frame

**PARAMETERS:**

- **from\_frame\_number** (*int in [-1048574, 1048574]*) – Source Frame Number, The frame number of the source frame
- **to\_frame\_number** (*int in [-1048574, 1048574]*) – Target Frame Number, The frame number to move the frame to

**RETURNS:**

The moved frame

**RETURN TYPE:**

[GreasePencilFrame](#)

**classmethod** bl\_rna\_get\_subclass(id, default=None)

**PARAMETERS:**

**id** (*str*) – The RNA type identifier.

**RETURNS:**

The RNA type or default when not found

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

- `GreasePencilLayer.frames`