SpaceClipEditor(Space)

base classes — bpy_struct, Space

class bpy.types.**SpaceClipEditor(Space)**

Clip editor space data

annotation_source

Where the annotation comes from

- CLIP Clip – Show annotation data-block which belongs to movie clip.
- TRACK Track – Show annotation data-block which belongs to active track.

TYPE:

enum in ['CLIP', 'TRACK'], default 'CLIP'

blend_factor

Overlay blending factor of rasterized mask

TYPE:

float in [0, 1], default 0.7

clip

Movie clip displayed and edited in this space

TYPE:

MovieClip

clip_user

Parameters defining which frame of the movie clip is displayed

TYPE:

MovieClipUser, (readonly, never None)

cursor_location

2D cursor location for this view

TYPE:

mathutils.Vector of 2 items in [-inf, inf], default (0.0, 0.0)

lock_selection

Lock viewport to selected markers during playback

TYPE:

boolean, default False

lock_time_cursor

Lock curves view to time cursor during playback and tracking

TYPE:

boolean, default False

mask

Mask displayed and edited in this space

TYPE:

Mask

mask_display_type

Display type for mask splines

- OUTLINE Outline – Display white edges with black outline.
- DASH Dash – Display dashed black-white edges.
- BLACK Black – Display black edges.
- WHITE White – Display white edges.

TYPE:

enum in ['OUTLINE', 'DASH', 'BLACK', 'WHITE'], default 'OUTLINE'

mask_overlay_mode

Overlay mode of rasterized mask

- ALPHACHANNEL Alpha Channel – Show alpha channel of the mask.
- COMBINED Combined – Combine space background image with the mask.

TYPE:

enum in ['ALPHACHANNEL', 'COMBINED'], default 'ALPHACHANNEL'

mode

Editing context being displayed

TYPE:

enum in Clip Editor Mode Items, default 'TRACKING'

path_length

Length of displaying path, in frames

TYPE:

int in [0, inf], default 20

pivot_point

Pivot center for rotation/scaling

- BOUNDING_BOX_CENTER Bounding Box Center – Pivot around bounding box center of selected object(s).
- CURSOR 2D Cursor – Pivot around the 2D cursor.
- INDIVIDUAL_ORIGINS Individual Origins – Pivot around each object's own origin.
- MEDIAN_POINT Median Point – Pivot around the median point of selected objects.

TYPE:

enum in ['BOUNDING_BOX_CENTER', 'CURSOR', 'INDIVIDUAL_ORIGINS', 'MEDIAN_POINT'], default 'MEDIAN_POINT'

scopes

Scopes to visualize movie clip statistics

TYPE:

MovieClipScopes, (readonly)

show_annotation

Show annotations for this view

TYPE:

boolean, default True

show_blue_channel

Show blue channel in the frame

TYPE:

boolean, default True

show_bundles

Show projection of 3D markers into footage

TYPE:

boolean, default False

show_disabled

Show disabled tracks from the footage

TYPE:

boolean, default True

show_filters

Show filters for graph editor

TYPE:

boolean, default False

show_gizmo

Show gizmos of all types

TYPE:

boolean, default True

show_gizmo_navigate

Viewport navigation gizmo

TYPE:

boolean, default True

show_graph_frames

Show curve for per-frame average error (camera motion should be solved first)

TYPE:

boolean, default True

show_graph_hidden

Include channels from objects/bone that are not visible

TYPE:

boolean, default False

show_graph_only_selected

Only include channels relating to selected objects and data

TYPE:

boolean, default False

show_graph_tracks_error

Display the reprojection error curve for selected tracks

TYPE:

boolean, default False

show_graph_tracks_motion

Display the speed curves (in “x” direction red, in “y” direction green) for the selected tracks

TYPE:

boolean, default True

show_green_channel

Show green channel in the frame

TYPE:

boolean, default True

show_grid

Show grid showing lens distortion

TYPE:

boolean, default False

show_marker_pattern

Show pattern boundbox for markers

TYPE:

boolean, default True

show_marker_search

Show search boundbox for markers

TYPE:

boolean, default False

show_mask_overlay

TYPE:

boolean, default False

show_mask_spline

TYPE:

boolean, default True

show_metadata

Show metadata of clip

TYPE:

boolean, default False

show_names

Show track names and status

TYPE:

boolean, default False

show_red_channel

Show red channel in the frame

TYPE:

boolean, default True

show_region_hud

TYPE:

boolean, default False

show_region_toolbar

TYPE:

boolean, default False

show_region_ui

TYPE:

boolean, default False

show_seconds

Show timing as a timecode instead of frames

TYPE:

boolean, default False

show_stable

Show stable footage in editor (if stabilization is enabled)

TYPE:

boolean, default False

show_tiny_markers

Show markers in a more compact manner

TYPE:

boolean, default False

show_track_path

Show path of how track moves

TYPE:

boolean, default True

use_grayscale_preview

Display frame in grayscale mode

TYPE:

boolean, default False

use_manual_calibration

Use manual calibration helpers

TYPE:

boolean, default False

use_mute_footage

Mute footage and show black background instead

TYPE:

boolean, default False

view

Type of the clip editor view

- `CLIP` Clip – Show editing clip preview.
- `GRAPH` Graph – Show graph view for active element.
- `DOPESHEET` Dope Sheet – Dope Sheet view for tracking data.

TYPE:

enum in ['CLIP', 'GRAPH', 'DOPESHEET'], default 'CLIP'

zoom_percentage

Zoom percentage

TYPE:

float in [0.4, 80000], default 100.0

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

classmethod draw_handler_add(callback, args, region_type, draw_type)

Add a new draw handler to this space type. It will be called every time the specified region in the space type will be drawn. Note: All argumer are positional only for now.

PARAMETERS:

- **callback** (*Callable[[Any, ...], Any]*) – A function that will be called when the region is drawn. It gets the specified arguments as input, it's return value is ignored.
- **args** (*tuple[Any, ...]*) – Arguments that will be passed to the callback.
- **region_type** (*str*) – The region type the callback draws in; usually `WINDOW`. (`bpy.types.Region.type`)
- **draw_type** (*str*) – Usually `POST_PIXEL` for 2D drawing and `POST_VIEW` for 3D drawing. In some cases `PRE_VIEW` can be used. `BACKDROP` can be used for backdrops in the node editor.

RETURNS:

Handler that can be removed later on.

RETURN TYPE:

object

classmethod draw_handler_remove(handler, region_type)

Remove a draw handler that was added previously.

PARAMETERS:

- **handler** (*object*) – The draw handler that should be removed.
- **region_type** (*str*) – Region type the callback was added to.

Inherited Properties

- bpy_struct.id_data
- Space.type
- Space.show_locked_time
- Space.show_region_header

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
- Space.bl_rna_get_subclass
- Space.bl_rna_get_subclass_py
- Space.draw_handler_add
- Space.draw_handler_remove