ActionStrips(bpy_struct)

base class — `bpy_struct`

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

> Collection of animation strips

> ### new(*, type='KEYFRAME')
>
> > Add a new strip to the layer. Currently a layer can only have one strip, with infinite boundaries.
> >
> > **PARAMETERS:**
> >
> > > **type** (*enum in ['KEYFRAME'], (optional)*) –
> > >
> > > Type, The type of strip to create
> > >
> > > - `KEYFRAME` Keyframe – Strip containing keyframes on F-Curves.
> >
> > **RETURNS:**
> >
> > > Newly created animation strip
> >
> > **RETURN TYPE:**
> >
> > > `ActionStrip`

> ### remove(anim_strip)
>
> > Remove the strip from the animation layer
> >
> > **PARAMETERS:**
> >
> > > **anim_strip** (`ActionStrip`) – Animation Strip, The strip to remove

> ### 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.items`

- 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

- ActionLayer.strips