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MotionPath(bpy_struct)

base class — `bpy_struct`

class bpy.types.MotionPath(bpy_struct)

Cache of the world-space positions of an element over a frame range

color

Custom color for motion path before the current frame

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0)

color_post

Custom color for motion path after the current frame

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0)

frame_end

End frame of the stored range

TYPE:

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

frame_start

Starting frame of the stored range

TYPE:

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

is_modified

Path is being edited

TYPE:

boolean, default False

length

Number of frames cached

TYPE:

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

line_thickness

Line thickness for motion path

TYPE:

int in [1, 6], default 0

lines

Use straight lines between keyframe points

TYPE:

boolean, default False

points

Cached positions per frame

TYPE:

`bpy_prop_collection` of `MotionPathVert`, (readonly)

use_bone_head

For PoseBone paths, use the bone head location when calculating this path

TYPE:

boolean, default False, (readonly)

use_custom_color

Use custom color for this motion path

TYPE:

boolean, default False

classmethod `bl_ma_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_ma_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

- `Object.motion_path` • `PoseBone.motion_path`