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### **INSERTKEY NEEDED:**

Only Needed.

Only insert keyframes where they're needed in the relevant F-Curves.

### INSERTKEY\_VISUAL:

Visual Keying.

Insert keyframes based on 'visual transforms'.

### INSERTKEY\_XYZ\_TO\_RGB:

XYZ=RGB Colors (ignored).

This flag is no longer in use, and is here so that code that uses it doesn't break. The XYZ=RGB coloring is determined by the animation preferences..

### **INSERTKEY\_REPLACE:**

Replace Existing.

Only replace existing keyframes.

### INSERTKEY\_AVAILABLE:

Only Available.

Don't create F-Curves when they don't already exist.

## **INSERTKEY CYCLE AWARE:**

Cycle Aware Keying.

When inserting into a curve with cyclic extrapolation, remap the keyframe inside the cycle time range, and if changing an end key, also update the other one.

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