SpaceGraphEditor(Space)

base classes — bpy_struct, Space

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

Graph Editor space data

cursor_position_x

Graph Editor 2D-Value cursor - X-Value component

TYPE:

float in [-inf, inf], default 0.0

cursor_position_y

Graph Editor 2D-Value cursor - Y-Value component

TYPE:

float in [-inf, inf], default 0.0

dopesheet

Settings for filtering animation data

TYPE:

DopeSheet, (readonly)

has_ghost_curves

Graph Editor instance has some ghost curves stored

TYPE:

boolean, default False, (readonly)

mode

Editing context being displayed

TYPE:

enum in Space Graph Mode Items, default 'FCURVES'

pivot_point

Pivot center for rotation/scaling

TYPE:

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

show_cursor

Show 2D cursor

TYPE:

boolean, default False

show_extrapolation

TYPE:

boolean, default False

show_handles

Show handles of Bézier control points

TYPE:

boolean, default False

show_markers

If any exists, show markers in a separate row at the bottom of the editor

TYPE:

boolean, default False

show_region_channels

TYPE:

boolean, default False

show_region_hud

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_sliders

Show sliders beside F-Curve channels

TYPE:

boolean, default False

use_auto_lock_translation_axis

Automatically locks the movement of keyframes to the dominant axis

TYPE:

boolean, default False

use_auto_merge_keyframes

Automatically merge nearby keyframes

TYPE:

boolean, default False

use_auto_normalization

Automatically recalculate curve normalization on every curve edit

TYPE:

boolean, default False

use_normalization

Display curves in normalized range from -1 to 1, for easier editing of multiple curves with different ranges

TYPE:

boolean, default False

use_only_selected_keyframe_handles

Only show and edit handles of selected keyframes

TYPE:

boolean, default False

use_realtime_update

When transforming keyframes, changes to the animation data are flushed to other views

TYPE:

boolean, default False

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