Sequencer Operators

bpy.ops.sequencer.**change_effect_input()**

Undocumented, consider contributing.

bpy.ops.sequencer.**change_effect_type(*, type='CROSS')**

Undocumented, consider contributing.

PARAMETERS:

type (*enum in ['CROSS', 'ADD', 'SUBTRACT', 'ALPHA_OVER', 'ALPHA_UNDER', 'GAMMA_CROSS', 'MULTIPLY', 'OVER_DROP', 'WIPE', 'GLOW', 'TRANSFORM', 'COLOR', 'SPEED', 'MULTICAM', 'ADJUSTMENT', 'GAUSSIAN_BLUR', 'TEXT', 'COLORMIX'], (optional)*) –

Type, Sequencer effect type

- `CROSS` Crossfade – Crossfade effect strip type.
- `ADD` Add – Add effect strip type.
- `SUBTRACT` Subtract – Subtract effect strip type.
- `ALPHA_OVER` Alpha Over – Alpha Over effect strip type.
- `ALPHA_UNDER` Alpha Under – Alpha Under effect strip type.
- `GAMMA_CROSS` Gamma Cross – Gamma Cross effect strip type.
- `MULTIPLY` Multiply – Multiply effect strip type.
- `OVER_DROP` Alpha Over Drop – Alpha Over Drop effect strip type.
- `WIPE` Wipe – Wipe effect strip type.
- `GLOW` Glow – Glow effect strip type.
- `TRANSFORM` Transform – Transform effect strip type.
- `COLOR` Color – Color effect strip type.
- `SPEED` Speed – Color effect strip type.
- `MULTICAM` Multicam Selector.
- `ADJUSTMENT` Adjustment Layer.
- `GAUSSIAN_BLUR` Gaussian Blur.
- `TEXT` Text.
- `COLORMIX` Color Mix.

bpy.ops.sequencer.**change_path(*, filepath='', directory='', files=None, hide_props_region=True, check_existing=False, filter_blender=False, filter_backup=False, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, relative_path=True, display_type='DEFAULT', sort_method='', use_placeholders=False)**

Undocumented, consider contributing.

PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **directory** (*string, (optional, never None)*) – Directory, Directory of the file
- **files** (`bpy_prop_collection` of `OperatorFileListElement`, (optional)) – Files
- **hide_props_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_backup** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter Python files

- **filter_python** (*boolean, (optional)*) – Filter Python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_archive** (*boolean, (optional)*) – Filter archive files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter_usd** (*boolean, (optional)*) – Filter USD files
- **filter_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type
  - `DEFAULT` Default – Automatically determine display type for files.
  - `LIST_VERTICAL` Short List – Display files as short list.
  - `LIST_HORIZONTAL` Long List – Display files as a detailed list.
  - `THUMBNAIL` Thumbnails – Display files as thumbnails.
- **sort_method** (*enum in [], (optional)*) – File sorting mode
- **use_placeholders** (*boolean, (optional)*) – Use Placeholders, Use placeholders for missing frames of the strip

bpy.ops.sequencer.**change_scene(*, scene='')**

Change Scene assigned to Strip

PARAMETERS:

scene (*enum in [], (optional)*) – Scene

bpy.ops.sequencer.**connect(*, toggle=True)**

Link selected strips together for simplified group selection

PARAMETERS:

toggle (*boolean, (optional)*) – Toggle, Toggle strip connections

bpy.ops.sequencer.**copy()**

Copy the selected strips to the internal clipboard

bpy.ops.sequencer.**crossfade_sounds()**

Do cross-fading volume animation of two selected sound strips

FILE:

startup/bl_operators/sequencer.py:40

bpy.ops.sequencer.**cursor_set(*, location=(0.0, 0.0))**

Set 2D cursor location

PARAMETERS:

location (`mathutils.Vector` of 2 items in [-inf, inf], (optional)) – Location, Cursor location in normalized preview coordinates

bpy.ops.sequencer.**deinterlace_selected_movies()**

Deinterlace all selected movie sources

FILE:

startup/bl_operators/sequencer.py:128

bpy.ops.sequencer.**delete(*, delete_data=False)**

Delete selected strips from the sequencer

PARAMETERS:

delete_data (*boolean, (optional)*) – Delete Data, After removing the Strip, delete the associated data also

bpy.ops.sequencer.**disconnect()**

Unlink selected strips so that they can be selected individually

bpy.ops.sequencer.**duplicate()**

Duplicate the selected strips

bpy.ops.sequencer.**duplicate_move(*, SEQUENCER_OT_duplicate=None, TRANSFORM_OT_seq_slide=None)**

Duplicate selected strips and move them

PARAMETERS:

- **SEQUENCER_OT_duplicate** (`SEQUENCER_OT_duplicate` , (optional)) – Duplicate Strips, Duplicate the selected strips
- **TRANSFORM_OT_seq_slide** (`TRANSFORM_OT_seq_slide` , (optional)) – Sequence Slide, Slide a sequence strip in time

bpy.ops.sequencer.**effect_strip_add(*, type='CROSS', frame_start=0, frame_end=0, channel=1, replace_sel=True, overlap=False, overlap_shuffle_override=False, color=(0.0, 0.0, 0.0))**

Add an effect to the sequencer, most are applied on top of existing strips

PARAMETERS:

- **type** (*enum in ['CROSS', 'ADD', 'SUBTRACT', 'ALPHA_OVER', 'ALPHA_UNDER', 'GAMMA_CROSS', 'MULTIPLY', 'OVER_DROP', 'WIPE', 'GLOW', 'TRANSFORM', 'COLOR', 'SPEED', 'MULTICAM', 'ADJUSTMENT', 'GAUSSIAN_BLUR', 'TEXT', 'COLORMIX'], (optional)*) –

  Type, Sequencer effect type

  - `CROSS` Crossfade – Crossfade effect strip type.
  - `ADD` Add – Add effect strip type.
  - `SUBTRACT` Subtract – Subtract effect strip type.
  - `ALPHA_OVER` Alpha Over – Alpha Over effect strip type.
  - `ALPHA_UNDER` Alpha Under – Alpha Under effect strip type.
  - `GAMMA_CROSS` Gamma Cross – Gamma Cross effect strip type.
  - `MULTIPLY` Multiply – Multiply effect strip type.
  - `OVER_DROP` Alpha Over Drop – Alpha Over Drop effect strip type.
  - `WIPE` Wipe – Wipe effect strip type.
  - `GLOW` Glow – Glow effect strip type.
  - `TRANSFORM` Transform – Transform effect strip type.
  - `COLOR` Color – Color effect strip type.
  - `SPEED` Speed – Color effect strip type.
  - `MULTICAM` Multicam Selector.
  - `ADJUSTMENT` Adjustment Layer.
  - `GAUSSIAN_BLUR` Gaussian Blur.
  - `TEXT` Text.
  - `COLORMIX` Color Mix.

- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **frame_end** (*int in [-inf, inf], (optional)*) – End Frame, End frame for the color strip
- **channel** (*int in [1, 128], (optional)*) – Channel, Channel to place this strip into

- **channel** (*int in [1, 128], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, Deselect previously selected strips
- **overlap** (*boolean, (optional)*) – Allow Overlap, Don't correct overlap on new sequence strips
- **overlap_shuffle_override** (*boolean, (optional)*) – Override Overlap Shuffle Behavior, Use the overlap_mode tool settings to determine ho to shuffle overlapping strips
- **color** (`mathutils.Color` of 3 items in [0, 1], (optional)) – Color, Initialize the strip with this color

bpy.ops.sequencer.**enable_proxies(*, proxy_25=False, proxy_50=False, proxy_75=False, proxy_100=False, overwrite=False)**

Enable selected proxies on all selected Movie and Image strips

PARAMETERS:

- **proxy_25** (*boolean, (optional)*) – 25%
- **proxy_50** (*boolean, (optional)*) – 50%
- **proxy_75** (*boolean, (optional)*) – 75%
- **proxy_100** (*boolean, (optional)*) – 100%
- **overwrite** (*boolean, (optional)*) – Overwrite

bpy.ops.sequencer.**export_subtitles(*, filepath='', hide_props_region=True, check_existing=True, filter_blender=False, filter_backup=False, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=8, display_type='DEFAULT', sort_method='')**

Export .srt file containing text strips

PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **hide_props_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_backup** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter Python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_archive** (*boolean, (optional)*) – Filter archive files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter_usd** (*boolean, (optional)*) – Filter USD files
- **filter_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type
  - `DEFAULT` Default – Automatically determine display type for files.
  - `LIST_VERTICAL` Short List – Display files as short list.
  - `LIST_HORIZONTAL` Long List – Display files as a detailed list.

- `THUMBNAIL` Thumbnails – Display files as thumbnails.

- **sort_method** (*enum in [], (optional)*) – File sorting mode

bpy.ops.sequencer.**fades_add(*, duration_seconds=1.0, type='IN_OUT')**

Adds or updates a fade animation for either visual or audio strips

PARAMETERS:

- **duration_seconds** (*float in [0.01, inf], (optional)*) – Fade Duration, Duration of the fade in seconds
- **type** (*enum in ['IN_OUT', 'IN', 'OUT', 'CURSOR_FROM', 'CURSOR_TO'], (optional)*) –
  Fade Type, Fade in, out, both in and out, to, or from the current frame. Default is both in and out
  - `IN_OUT` Fade In and Out – Fade selected strips in and out.
  - `IN` Fade In – Fade in selected strips.
  - `OUT` Fade Out – Fade out selected strips.
  - `CURSOR_FROM` From Current Frame – Fade from the time cursor to the end of overlapping sequences.
  - `CURSOR_TO` To Current Frame – Fade from the start of sequences under the time cursor to the current frame.

FILE:

startup/bl_operators/sequencer.py:206

bpy.ops.sequencer.**fades_clear()**

Removes fade animation from selected sequences

FILE:

startup/bl_operators/sequencer.py:147

bpy.ops.sequencer.**gap_insert(*, frames=10)**

Insert gap at current frame to first strips at the right, independent of selection or locked state of strips

PARAMETERS:

frames (*int in [0, inf], (optional)*) – Frames, Frames to insert after current strip

bpy.ops.sequencer.**gap_remove(*, all=False)**

Remove gap at current frame to first strip at the right, independent of selection or locked state of strips

PARAMETERS:

all (*boolean, (optional)*) – All Gaps, Do all gaps to right of current frame

bpy.ops.sequencer.**image_strip_add(*, directory='', files=None, check_existing=False, filter_blender=False, filter_backup=False, filter_image=True, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, relative_path=True, show_multiview=False, use_multiview=False, display_type='DEFAULT', sort_method='', frame_start=0, frame_end=0, channel=1, replace_sel=True, overlap=False, overlap_shuffle_override=False, fit_method='FIT', set_view_transform=True, use_placeholders=False)**

Add an image or image sequence to the sequencer

PARAMETERS:

- **directory** (*string, (optional, never None)*) – Directory, Directory of the file
- **files** (`bpy_prop_collection` of `OperatorFileListElement`, (optional)) – Files
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_backup** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter Python files

- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_archive** (*boolean, (optional)*) – Filter archive files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter_usd** (*boolean, (optional)*) – Filter USD files
- **filter_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **show_multiview** (*boolean, (optional)*) – Enable Multi-View
- **use_multiview** (*boolean, (optional)*) – Use Multi-View
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) –
  Display Type
  - `DEFAULT` Default – Automatically determine display type for files.
  - `LIST_VERTICAL` Short List – Display files as short list.
  - `LIST_HORIZONTAL` Long List – Display files as a detailed list.
  - `THUMBNAIL` Thumbnails – Display files as thumbnails.
- **sort_method** (*enum in ['DEFAULT', 'FILE_SORT_ALPHA', 'FILE_SORT_EXTENSION', 'FILE_SORT_TIME', 'FILE_SORT_SIZE', 'ASSET_CATALOG'], (optional)*) –
  File sorting mode
  - `DEFAULT` Default – Automatically determine sort method for files.
  - `FILE_SORT_ALPHA` Name – Sort the file list alphabetically.
  - `FILE_SORT_EXTENSION` Extension – Sort the file list by extension/type.
  - `FILE_SORT_TIME` Modified Date – Sort files by modification time.
  - `FILE_SORT_SIZE` Size – Sort files by size.
  - `ASSET_CATALOG` Asset Catalog – Sort the asset list so that assets in the same catalog are kept together. Within a single catalog, asset are ordered by name. The catalogs are in order of the flattened catalog hierarchy..
- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **frame_end** (*int in [-inf, inf], (optional)*) – End Frame, End frame for the color strip
- **channel** (*int in [1, 128], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, Deselect previously selected strips
- **overlap** (*boolean, (optional)*) – Allow Overlap, Don't correct overlap on new sequence strips
- **overlap_shuffle_override** (*boolean, (optional)*) – Override Overlap Shuffle Behavior, Use the overlap_mode tool settings to determine how to shuffle overlapping strips
- **fit_method** (*enum in ['FIT', 'FILL', 'STRETCH', 'ORIGINAL'], (optional)*) –
  Fit Method, Scale fit method
  - `FIT` Scale to Fit – Scale image to fit within the canvas.
  - `FILL` Scale to Fill – Scale image to completely fill the canvas.
  - `STRETCH` Stretch to Fill – Stretch image to fill the canvas.
  - `ORIGINAL` Use Original Size – Keep image at its original size.
- **set_view_transform** (*boolean, (optional)*) – Set View Transform, Set appropriate view transform based on media color space
- **use_placeholders** (*boolean, (optional)*) – Use Placeholders, Use placeholders for missing frames of the strip

bpy.ops.sequencer.**images_separate(*, length=1)**

On image sequence strips, it returns a strip for each image

PARAMETERS:

length (*int in [1, inf], (optional)*) – Length, Length of each frame

bpy.ops.sequencer.**lock()**

Lock strips so they can't be transformed

bpy.ops.sequencer.**mask_strip_add(*, frame_start=0, channel=1, replace_sel=True, overlap=False, overlap_shuffle_override=False, mask='')**

Add a mask strip to the sequencer

PARAMETERS:

- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **channel** (*int in [1, 128], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, Deselect previously selected strips
- **overlap** (*boolean, (optional)*) – Allow Overlap, Don't correct overlap on new sequence strips
- **overlap_shuffle_override** (*boolean, (optional)*) – Override Overlap Shuffle Behavior, Use the overlap_mode tool settings to determine ho to shuffle overlapping strips
- **mask** (*enum in [], (optional)*) – Mask

bpy.ops.sequencer.**meta_make()**

Group selected strips into a meta-strip

bpy.ops.sequencer.**meta_separate()**

Put the contents of a meta-strip back in the sequencer

bpy.ops.sequencer.**meta_toggle()**

Toggle a meta-strip (to edit enclosed strips)

bpy.ops.sequencer.**movie_strip_add(*, filepath='', directory='', files=None, check_existing=False, filter_blender=False, filter_backup=False, filter_image=False, filter_movie=True, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, relative_path=True, show_multiview=False, use_multiview=False, display_type='DEFAULT', sort_method='', frame_start=0, channel=1, replace_sel=True, overlap=False, overlap_shuffle_override=False, fit_method='FIT', set_view_transform=True, adjust_playback_rate=True, sound=True, use_framerate=True)**

Add a movie strip to the sequencer

PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **directory** (*string, (optional, never None)*) – Directory, Directory of the file
- **files** (`bpy_prop_collection` of `OperatorFileListElement`, (optional)) – Files
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_backup** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter Python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files

- **filter_archive** (*boolean, (optional)*) – Filter archive files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter_usd** (*boolean, (optional)*) – Filter USD files
- **filter_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **show_multiview** (*boolean, (optional)*) – Enable Multi-View
- **use_multiview** (*boolean, (optional)*) – Use Multi-View
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) –
  Display Type
  - `DEFAULT` Default – Automatically determine display type for files.
  - `LIST_VERTICAL` Short List – Display files as short list.
  - `LIST_HORIZONTAL` Long List – Display files as a detailed list.
  - `THUMBNAIL` Thumbnails – Display files as thumbnails.
- **sort_method** (*enum in ['DEFAULT', 'FILE_SORT_ALPHA', 'FILE_SORT_EXTENSION', 'FILE_SORT_TIME', 'FILE_SORT_SIZE', 'ASSET_CATALOG'], (optional)*) –
  File sorting mode
  - `DEFAULT` Default – Automatically determine sort method for files.
  - `FILE_SORT_ALPHA` Name – Sort the file list alphabetically.
  - `FILE_SORT_EXTENSION` Extension – Sort the file list by extension/type.
  - `FILE_SORT_TIME` Modified Date – Sort files by modification time.
  - `FILE_SORT_SIZE` Size – Sort files by size.
  - `ASSET_CATALOG` Asset Catalog – Sort the asset list so that assets in the same catalog are kept together. Within a single catalog, asset are ordered by name. The catalogs are in order of the flattened catalog hierarchy..
- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **channel** (*int in [1, 128], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, Deselect previously selected strips
- **overlap** (*boolean, (optional)*) – Allow Overlap, Don't correct overlap on new sequence strips
- **overlap_shuffle_override** (*boolean, (optional)*) – Override Overlap Shuffle Behavior, Use the overlap_mode tool settings to determine how to shuffle overlapping strips
- **fit_method** (*enum in ['FIT', 'FILL', 'STRETCH', 'ORIGINAL'], (optional)*) –
  Fit Method, Scale fit method
  - `FIT` Scale to Fit – Scale image to fit within the canvas.
  - `FILL` Scale to Fill – Scale image to completely fill the canvas.
  - `STRETCH` Stretch to Fill – Stretch image to fill the canvas.
  - `ORIGINAL` Use Original Size – Keep image at its original size.
- **set_view_transform** (*boolean, (optional)*) – Set View Transform, Set appropriate view transform based on media color space
- **adjust_playback_rate** (*boolean, (optional)*) – Adjust Playback Rate, Play at normal speed regardless of scene FPS
- **sound** (*boolean, (optional)*) – Sound, Load sound with the movie
- **use_framerate** (*boolean, (optional)*) – Set Scene Frame Rate, Set frame rate of the current scene to the frame rate of the movie

bpy.ops.sequencer.**movieclip_strip_add(*, frame_start=0, channel=1, replace_sel=True, overlap=False, overlap_shuffle_override=False, clip='')**

Add a movieclip strip to the sequencer

PARAMETERS:

- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **channel** (*int in [1, 128], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, Deselect previously selected strips
- **overlap** (*boolean, (optional)*) – Allow Overlap, Don't correct overlap on new sequence strips
- **overlap_shuffle_override** (*boolean, (optional)*) – Override Overlap Shuffle Behavior, Use the overlap_mode tool settings to determine ho to shuffle overlapping strips
- **clip** (*enum in [], (optional)*) – Clip

bpy.ops.sequencer.**mute(*, unselected=False)**

Mute (un)selected strips

PARAMETERS:

unselected (*boolean, (optional)*) – Unselected, Mute unselected rather than selected strips

bpy.ops.sequencer.**offset_clear()**

Clear strip offsets from the start and end frames

bpy.ops.sequencer.**paste(*, keep_offset=False)**

Paste strips from the internal clipboard

PARAMETERS:

keep_offset (*boolean, (optional)*) – Keep Offset, Keep strip offset relative to the current frame when pasting

bpy.ops.sequencer.**preview_duplicate_move(*, SEQUENCER_OT_duplicate=None, TRANSFORM_OT_translate=None)**

Duplicate selected strips and move them

PARAMETERS:

- **SEQUENCER_OT_duplicate** (`SEQUENCER_OT_duplicate` , (optional)) – Duplicate Strips, Duplicate the selected strips
- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate` , (optional)) – Move, Move selected items

bpy.ops.sequencer.**reassign_inputs()**

Reassign the inputs for the effect strip

bpy.ops.sequencer.**rebuild_proxy()**

Rebuild all selected proxies and timecode indices

bpy.ops.sequencer.**refresh_all()**

Refresh the sequencer editor

bpy.ops.sequencer.**reload(*, adjust_length=False)**

Reload strips in the sequencer

PARAMETERS:

adjust_length (*boolean, (optional)*) – Adjust Length, Adjust length of strips to their data length

bpy.ops.sequencer.**rename_channel()**

Undocumented, consider contributing.

bpy.ops.sequencer.**rendersize()**

Set render size and aspect from active sequence

bpy.ops.sequencer.**retiming_add_freeze_frame_slide(*, SEQUENCER_OT_retiming_freeze_frame_add=None, TRANSFORM_OT_seq_slide=None)**

TRANSFORM_OT_seq_slide=None)

Add freeze frame and move it

PARAMETERS:

- **SEQUENCER_OT_retiming_freeze_frame_add** (`SEQUENCER_OT_retiming_freeze_frame_add`, (optional)) – Add Freeze Frame, Add freeze frame
- **TRANSFORM_OT_seq_slide** (`TRANSFORM_OT_seq_slide`, (optional)) – Sequence Slide, Slide a sequence strip in time

bpy.ops.sequencer.**retiming_add_transition_slide(*, SEQUENCER_OT_retiming_transition_add=None, TRANSFORM_OT_seq_slide=None)**

Add smooth transition between 2 retimed segments and change its duration

PARAMETERS:

- **SEQUENCER_OT_retiming_transition_add** (`SEQUENCER_OT_retiming_transition_add`, (optional)) – Add Speed Transition, Add smooth transition between 2 retimed segments
- **TRANSFORM_OT_seq_slide** (`TRANSFORM_OT_seq_slide`, (optional)) – Sequence Slide, Slide a sequence strip in time

bpy.ops.sequencer.**retiming_freeze_frame_add(*, duration=0)**

Add freeze frame

PARAMETERS:

duration (*int in [0, inf], (optional)*) – Duration, Duration of freeze frame segment

bpy.ops.sequencer.**retiming_key_add(*, timeline_frame=0)**

Add retiming Key

PARAMETERS:

timeline_frame (*int in [0, inf], (optional)*) – Timeline Frame, Frame where key will be added

bpy.ops.sequencer.**retiming_key_delete()**

Delete selected strips from the sequencer

bpy.ops.sequencer.**retiming_reset()**

Reset strip retiming

bpy.ops.sequencer.**retiming_segment_speed_set(*, speed=100.0, keep_retiming=True)**

Set speed of retimed segment

PARAMETERS:

- **speed** (*float in [0.001, inf], (optional)*) – Speed, New speed of retimed segment
- **keep_retiming** (*boolean, (optional)*) – Preserve Current Retiming, Keep speed of other segments unchanged, change strip length instead

bpy.ops.sequencer.**retiming_show()**

Show retiming keys in selected strips

bpy.ops.sequencer.**retiming_transition_add(*, duration=0)**

Add smooth transition between 2 retimed segments

PARAMETERS:

duration (*int in [0, inf], (optional)*) – Duration, Duration of freeze frame segment

bpy.ops.sequencer.**sample(*, size=1)**

Use mouse to sample color in current frame

PARAMETERS:

size (*int in [1, 128], (optional)*) – Sample Size

bpy.ops.sequencer.**scene_frame_range_update()**

Update frame range of scene strip

bpy.ops.sequencer.**scene_strip_add(*, frame_start=0, channel=1, replace_sel=True, overlap=False, overlap_shuffle_override=False, scene='')**

Add a strip to the sequencer using a Blender scene as a source

PARAMETERS:

- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **channel** (*int in [1, 128], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, Deselect previously selected strips
- **overlap** (*boolean, (optional)*) – Allow Overlap, Don't correct overlap on new sequence strips
- **overlap_shuffle_override** (*boolean, (optional)*) – Override Overlap Shuffle Behavior, Use the overlap_mode tool settings to determine ho to shuffle overlapping strips
- **scene** (*enum in [], (optional)*) – Scene

bpy.ops.sequencer.**scene_strip_add_new(*, frame_start=0, channel=1, replace_sel=True, overlap=False, overlap_shuffle_override=False, type='NEW')**

Create a new Strip and assign a new Scene as source

PARAMETERS:

- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **channel** (*int in [1, 128], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, Deselect previously selected strips
- **overlap** (*boolean, (optional)*) – Allow Overlap, Don't correct overlap on new sequence strips
- **overlap_shuffle_override** (*boolean, (optional)*) – Override Overlap Shuffle Behavior, Use the overlap_mode tool settings to determine ho to shuffle overlapping strips
- **type** (*enum in ['NEW', 'EMPTY', 'LINK_COPY', 'FULL_COPY'], (optional)*) –
  Type
  - `NEW` New – Add new Strip with a new empty Scene with default settings.
  - `EMPTY` Copy Settings – Add a new Strip, with an empty scene, and copy settings from the current scene.
  - `LINK_COPY` Linked Copy – Add a Strip and link in the collections from the current scene (shallow copy).
  - `FULL_COPY` Full Copy – Add a Strip and make a full copy of the current scene.

bpy.ops.sequencer.**select(*, wait_to_deselect_others=False, mouse_x=0, mouse_y=0, extend=False, deselect=False, toggle=False, deselect_all=False, select_passthrough=False, center=False, linked_handle=False, linked_time=False, side_of_frame=False, ignore_connections=False)**

Select a strip (last selected becomes the "active strip")

PARAMETERS:

- **wait_to_deselect_others** (*boolean, (optional)*) – Wait to Deselect Others
- **mouse_x** (*int in [-inf, inf], (optional)*) – Mouse X
- **mouse_y** (*int in [-inf, inf], (optional)*) – Mouse Y
- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first
- **deselect** (*boolean, (optional)*) – Deselect, Remove from selection
- **toggle** (*boolean, (optional)*) – Toggle Selection, Toggle the selection
- **deselect_all** (*boolean, (optional)*) – Deselect On Nothing, Deselect all when nothing under the cursor
- **select_passthrough** (*boolean, (optional)*) – Only Select Unselected, Ignore the select action when the element is already selected
- **center** (*boolean, (optional)*) – Center, Use the object center when selecting, in edit mode used to extend object selection
- **linked_handle** (*boolean, (optional)*) – Linked Handle, Select handles next to the active strip
- **linked_time** (*boolean, (optional)*) – Linked Time, Select other strips or handles at the same time, or all retiming keys after the current in retiming mode

- **side_of_frame** (*boolean, (optional)*) – Side of Frame, Select all strips on same side of the current frame as the mouse cursor
- **ignore_connections** (*boolean, (optional)*) – Ignore Connections, Select strips individually whether or not they are connected

bpy.ops.sequencer.**select_all(*, action='TOGGLE')**

Select or deselect all strips

PARAMETERS:

action (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) –

Action, Selection action to execute

- `TOGGLE` Toggle – Toggle selection for all elements.
- `SELECT` Select – Select all elements.
- `DESELECT` Deselect – Deselect all elements.
- `INVERT` Invert – Invert selection of all elements.

bpy.ops.sequencer.**select_box(*, xmin=0, xmax=0, ymin=0, ymax=0, wait_for_input=True, mode='SET', tweak=False, include_handles=False, ignore_connections=False)**

Select strips using box selection

PARAMETERS:

- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **wait_for_input** (*boolean, (optional)*) – Wait for Input
- **mode** (*enum in ['SET', 'ADD', 'SUB'], (optional)*) –
  Mode
  - `SET` Set – Set a new selection.
  - `ADD` Extend – Extend existing selection.
  - `SUB` Subtract – Subtract existing selection.
- **tweak** (*boolean, (optional)*) – Tweak, Make box select pass through to sequence slide when the cursor is hovering on a strip
- **include_handles** (*boolean, (optional)*) – Select Handles, Select the strips and their handles
- **ignore_connections** (*boolean, (optional)*) – Ignore Connections, Select strips individually whether or not they are connected

bpy.ops.sequencer.**select_grouped(*, type='TYPE', extend=False, use_active_channel=False)**

Select all strips grouped by various properties

PARAMETERS:

- **type** (*enum in ['TYPE', 'TYPE_BASIC', 'TYPE_EFFECT', 'DATA', 'EFFECT', 'EFFECT_LINK', 'OVERLAP'], (optional)*) –
  Type
  - `TYPE` Type – Shared strip type.
  - `TYPE_BASIC` Global Type – All strips of same basic type (graphical or sound).
  - `TYPE_EFFECT` Effect Type – Shared strip effect type (if active strip is not an effect one, select all non-effect strips).
  - `DATA` Data – Shared data (scene, image, sound, etc.).
  - `EFFECT` Effect – Shared effects.
  - `EFFECT_LINK` Effect/Linked – Other strips affected by the active one (sharing some time, and below or effect-assigned).
  - `OVERLAP` Overlap – Overlapping time.
- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first
- **use_active_channel** (*boolean, (optional)*) – Same Channel, Only consider strips on the same channel as the active one

bpy.ops.sequencer.**select_handle(*, wait_to_deselect_others=False, mouse_x=0, mouse_y=0, ignore_connections=False)**

Select strip handle

PARAMETERS:

- **wait_to_deselect_others** (*boolean, (optional)*) – Wait to Deselect Others
- **mouse_x** (*int in [-inf, inf], (optional)*) – Mouse X
- **mouse_y** (*int in [-inf, inf], (optional)*) – Mouse Y
- **ignore_connections** (*boolean, (optional)*) – Ignore Connections, Select strips individually whether or not they are connected

bpy.ops.sequencer.**select_handles(*, side='BOTH')**

Select gizmo handles on the sides of the selected strip

PARAMETERS:

side (*enum in ['LEFT', 'RIGHT', 'BOTH', 'LEFT_NEIGHBOR', 'RIGHT_NEIGHBOR', 'BOTH_NEIGHBORS'], (optional)*) – Side, The side of the handle that is selected

bpy.ops.sequencer.**select_less()**

Shrink the current selection of adjacent selected strips

bpy.ops.sequencer.**select_linked()**

Select all strips adjacent to the current selection

bpy.ops.sequencer.**select_linked_pick(*, extend=False)**

Select a chain of linked strips nearest to the mouse pointer

PARAMETERS:

extend (*boolean, (optional)*) – Extend, Extend the selection

bpy.ops.sequencer.**select_more()**

Select more strips adjacent to the current selection

bpy.ops.sequencer.**select_side(*, side='BOTH')**

Select strips on the nominated side of the selected strips

PARAMETERS:

side (*enum in ['MOUSE', 'LEFT', 'RIGHT', 'BOTH', 'NO_CHANGE'], (optional)*) – Side, The side to which the selection is applied

bpy.ops.sequencer.**select_side_of_frame(*, extend=False, side='LEFT')**

Select strips relative to the current frame

PARAMETERS:

- **extend** (*boolean, (optional)*) – Extend, Extend the selection
- **side** (*enum in ['LEFT', 'RIGHT', 'CURRENT'], (optional)*) –
  Side
  - `LEFT` Left – Select to the left of the current frame.
  - `RIGHT` Right – Select to the right of the current frame.
  - `CURRENT` Current Frame – Select intersecting with the current frame.

bpy.ops.sequencer.**set_range_to_strips(*, preview=False)**

Set the frame range to the selected strips start and end

PARAMETERS:

preview (*boolean, (optional)*) – Preview, Set the preview range instead

bpy.ops.sequencer.**slip(*, offset=0.0)**

Slip the contents of selected strips

PARAMETERS:

offset (*float in [-inf, inf], (optional)*) – Offset, Offset to the data of the strip

bpy.ops.sequencer.**snap(*, frame=0)**

Frame where selected strips will be snapped

PARAMETERS:

frame (*int in [-inf, inf], (optional)*) – Frame, Frame where selected strips will be snapped

bpy.ops.sequencer.**sound_strip_add(*, filepath='', directory='', files=None, check_existing=False, filter_blender=False, filter_backup=False, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=True, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, relative_path=True, display_type='DEFAULT', sort_method='', frame_start=0, channel=1, replace_sel=True, overlap=False, overlap_shuffle_override=False, cache=False, mono=False)**

Add a sound strip to the sequencer

PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **directory** (*string, (optional, never None)*) – Directory, Directory of the file
- **files** (`bpy_prop_collection` of `OperatorFileListElement`, (optional)) – Files
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_backup** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter Python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_archive** (*boolean, (optional)*) – Filter archive files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter_usd** (*boolean, (optional)*) – Filter USD files
- **filter_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) –
  Display Type
  - `DEFAULT` Default – Automatically determine display type for files.
  - `LIST_VERTICAL` Short List – Display files as short list.
  - `LIST_HORIZONTAL` Long List – Display files as a detailed list.
  - `THUMBNAIL` Thumbnails – Display files as thumbnails.
- **sort_method** (*enum in ['DEFAULT', 'FILE_SORT_ALPHA', 'FILE_SORT_EXTENSION', 'FILE_SORT_TIME', 'FILE_SORT_SIZE', 'ASSET_CATALOG'], (optional)*) –
  File sorting mode

- DEFAULT Default – Automatically determine sort method for files.
- FILE_SORT_ALPHA Name – Sort the file list alphabetically.
- FILE_SORT_EXTENSION Extension – Sort the file list by extension/type.
- FILE_SORT_TIME Modified Date – Sort files by modification time.
- FILE_SORT_SIZE Size – Sort files by size.
- ASSET_CATALOG Asset Catalog – Sort the asset list so that assets in the same catalog are kept together. Within a single catalog, asse are ordered by name. The catalogs are in order of the flattened catalog hierarchy..

- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **channel** (*int in [1, 128], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, Deselect previously selected strips
- **overlap** (*boolean, (optional)*) – Allow Overlap, Don't correct overlap on new sequence strips
- **overlap_shuffle_override** (*boolean, (optional)*) – Override Overlap Shuffle Behavior, Use the overlap_mode tool settings to determine ho to shuffle overlapping strips
- **cache** (*boolean, (optional)*) – Cache, Cache the sound in memory
- **mono** (*boolean, (optional)*) – Mono, Merge all the sound's channels into one

bpy.ops.sequencer.**split(*, frame=0, channel=0, type='SOFT', use_cursor_position=False, side='MOUSE', ignore_selection=False)**

Split the selected strips in two

PARAMETERS:

- **frame** (*int in [-inf, inf], (optional)*) – Frame, Frame where selected strips will be split
- **channel** (*int in [-inf, inf], (optional)*) – Channel, Channel in which strip will be cut
- **type** (*enum in ['SOFT', 'HARD'], (optional)*) – Type, The type of split operation to perform on strips
- **use_cursor_position** (*boolean, (optional)*) – Use Cursor Position, Split at position of the cursor instead of current frame
- **side** (*enum in ['MOUSE', 'LEFT', 'RIGHT', 'BOTH', 'NO_CHANGE'], (optional)*) – Side, The side that remains selected after splitting
- **ignore_selection** (*boolean, (optional)*) – Ignore Selection, Make cut even if strip is not selected preserving selection state after cut

bpy.ops.sequencer.**split_multicam(*, camera=1)**

Split multicam strip and select camera

PARAMETERS:

camera (*int in [1, 32], (optional)*) – Camera

FILE:

startup/bl_operators/sequencer.py:95

bpy.ops.sequencer.**strip_color_tag_set(*, color='NONE')**

Set a color tag for the selected strips

PARAMETERS:

color (enum in Strip Color Items, (optional)) – Color Tag

bpy.ops.sequencer.**strip_jump(*, next=True, center=True)**

Move frame to previous edit point

PARAMETERS:

- **next** (*boolean, (optional)*) – Next Strip
- **center** (*boolean, (optional)*) – Use Strip Center

bpy.ops.sequencer.**strip_modifier_add(*, type='')**

Add a modifier to the strip

PARAMETERS:

type (*enum in [], (optional)*) – Type

bpy.ops.sequencer.**strip_modifier_copy(*, type='REPLACE')**

Copy modifiers of the active strip to all selected strips

PARAMETERS:

type (*enum in ['REPLACE', 'APPEND'], (optional)*) –

Type

- `REPLACE` Replace – Replace modifiers in destination.
- `APPEND` Append – Append active modifiers to selected strips.

bpy.ops.sequencer.**strip_modifier_equalizer_redefine(*, graphs='SIMPLE', name='Name')**

Redefine equalizer graphs

PARAMETERS:

- **graphs** (*enum in ['SIMPLE', 'DOUBLE', 'TRIPLE'], (optional)*) –
  Graphs, Number of graphs
  - `SIMPLE` Unique – One unique graphical definition.
  - `DOUBLE` Double – Graphical definition in 2 sections.
  - `TRIPLE` Triplet – Graphical definition in 3 sections.
- **name** (*string, (optional, never None)*) – Name, Name of modifier to redefine

bpy.ops.sequencer.**strip_modifier_move(*, name='Name', direction='UP')**

Move modifier up and down in the stack

PARAMETERS:

- **name** (*string, (optional, never None)*) – Name, Name of modifier to remove
- **direction** (*enum in ['UP', 'DOWN'], (optional)*) –
  Type
  - `UP` Up – Move modifier up in the stack.
  - `DOWN` Down – Move modifier down in the stack.

bpy.ops.sequencer.**strip_modifier_remove(*, name='Name')**

Remove a modifier from the strip

PARAMETERS:

name (*string, (optional, never None)*) – Name, Name of modifier to remove

bpy.ops.sequencer.**strip_transform_clear(*, property='ALL')**

Reset image transformation to default value

PARAMETERS:

property (*enum in ['POSITION', 'SCALE', 'ROTATION', 'ALL'], (optional)*) –

Property, Strip transform property to be reset

- `POSITION` Position – Reset strip transform location.
- `SCALE` Scale – Reset strip transform scale.
- `ROTATION` Rotation – Reset strip transform rotation.
- `ALL` All – Reset strip transform location, scale and rotation.

bpy.ops.sequencer.**strip_transform_fit(*, fit_method='FIT')**

Undocumented, consider contributing.

PARAMETERS:

fit_method (*enum in ['FIT', 'FILL', 'STRETCH'], (optional)*) –

fit_method (*enum in ['FIT', 'FILL', 'STRETCH'], (optional)*) –

Fit Method, Scale fit fit_method

- `FIT` Scale to Fit – Scale image so fits in preview.
- `FILL` Scale to Fill – Scale image so it fills preview completely.
- `STRETCH` Stretch to Fill – Stretch image so it fills preview.

bpy.ops.sequencer.**swap(*, side='RIGHT')**

Swap active strip with strip to the right or left

PARAMETERS:

side (*enum in ['LEFT', 'RIGHT'], (optional)*) – Side, Side of the strip to swap

bpy.ops.sequencer.**swap_data()**

Swap 2 sequencer strips

bpy.ops.sequencer.**swap_inputs()**

Swap the two inputs of the effect strip

bpy.ops.sequencer.**text_cursor_move(*, type='LINE_BEGIN', select_text=False)**

Move cursor in text

PARAMETERS:

- **type** (*enum in ['LINE_BEGIN', 'LINE_END', 'TEXT_BEGIN', 'TEXT_END', 'PREVIOUS_CHARACTER', 'NEXT_CHARACTER', 'PREVIOUS_WORD', 'NEXT_WORD', 'PREVIOUS_LINE', 'NEXT_LINE'], (optional)*) – Type, Where to move cursor to, to make a selection
- **select_text** (*boolean, (optional)*) – Select Text, Select text while moving cursor

bpy.ops.sequencer.**text_cursor_set(*, select_text=False)**

Set cursor position in text

PARAMETERS:

select_text (*boolean, (optional)*) – Select Text, Select text while moving cursor

bpy.ops.sequencer.**text_delete(*, type='NEXT_OR_SELECTION')**

Delete text at cursor position

PARAMETERS:

type (*enum in ['NEXT_OR_SELECTION', 'PREVIOUS_OR_SELECTION'], (optional)*) – Type, Which part of the text to delete

bpy.ops.sequencer.**text_deselect_all()**

Deselect all characters

bpy.ops.sequencer.**text_edit_copy()**

Copy text to clipboard

bpy.ops.sequencer.**text_edit_cut()**

Cut text to clipboard

bpy.ops.sequencer.**text_edit_mode_toggle()**

Toggle text editing

bpy.ops.sequencer.**text_edit_paste()**

Paste text to clipboard

bpy.ops.sequencer.**text_insert(*, string='')**

Insert text at cursor position

Insert text at cursor position

PARAMETERS:

string (*string, (optional, never None)*) – String, String to be inserted at cursor position

bpy.ops.sequencer.**text_line_break()**

Insert line break at cursor position

bpy.ops.sequencer.**text_select_all()**

Select all characters

bpy.ops.sequencer.**unlock()**

Unlock strips so they can be transformed

bpy.ops.sequencer.**unmute(*, unselected=False)**

Unmute (un)selected strips

PARAMETERS:

unselected (*boolean, (optional)*) – Unselected, Unmute unselected rather than selected strips

bpy.ops.sequencer.**view_all()**

View all the strips in the sequencer

bpy.ops.sequencer.**view_all_preview()**

Zoom preview to fit in the area

bpy.ops.sequencer.**view_frame()**

Move the view to the current frame

bpy.ops.sequencer.**view_ghost_border(*, xmin=0, xmax=0, ymin=0, ymax=0, wait_for_input=True)**

Set the boundaries of the border used for offset view

PARAMETERS:

- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **wait_for_input** (*boolean, (optional)*) – Wait for Input

bpy.ops.sequencer.**view_selected()**

Zoom the sequencer on the selected strips

bpy.ops.sequencer.**view_zoom_ratio(*, ratio=1.0)**

Change zoom ratio of sequencer preview

PARAMETERS:

ratio (*float in [-inf, inf], (optional)*) – Ratio, Zoom ratio, 1.0 is 1:1, higher is zoomed in, lower is zoomed out