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NlaTrack(bpy_struct)

base class — `bpy_struct`

class `bpy.types.NlaTrack(bpy_struct)`

An animation layer containing Actions referenced as NLA strips

active

NLA Track is active

TYPE:

boolean, default False, (readonly)

is_override_data

In a local override data, whether this NLA track comes from the linked reference data, or is local to the override

TYPE:

boolean, default False, (readonly)

is_solo

NLA Track is evaluated itself (i.e. active Action and all other NLA Tracks in the same AnimData block are disabled)

TYPE:

boolean, default False

lock

NLA Track is locked

TYPE:

boolean, default False

mute

Disable NLA Track evaluation

TYPE:

boolean, default False

name

TYPE:

string, default "", (never None)

select

NLA Track is selected

TYPE:

boolean, default False

strips

NLA Strips on this NLA-track

TYPE:

`NlaStrips` `bpy_prop_collection` of `NlaStrip`, (readonly)

classmethod `bl_rna_get_subclass(id, default=None)`

PARAMETERS:

id (str) — The RNA type identifier

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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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

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|---|---------------------------------|
| • <code>bpy.context.active_nla_track</code> | • <code>NlaTracks.new</code> |
| • <code>AnimData.nla_tracks</code> | • <code>NlaTracks.new</code> |
| • <code>NlaTracks.active</code> | • <code>NlaTracks.remove</code> |