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# ThemeDopeSheet(bpy\_struct)

base class — `bpy_struct`

**class** bpy.types.ThemeDopeSheet(bpy\_struct)

Theme settings for the Dope Sheet

**active\_channels\_group**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**channel\_group**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**channels**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**channels\_selected**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**dopesheet\_channel**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**dopesheet\_subchannel**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**frame\_current**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**grid**

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**interpolation\_line**

Color of lines showing non-Bézier interpolation modes

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**keyframe**

Color of Keyframe

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**keyframe\_border**

Color of keyframe border

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**keyframe\_border\_selected**

Color of selected keyframe border

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**keyframe\_breakdown**

Color of breakdown keyframe

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**keyframe\_breakdown\_selected**

Color of selected breakdown keyframe

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**keyframe\_extreme**

Color of extreme keyframe

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**keyframe\_extreme\_selected**

Color of selected extreme keyframe

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**keyframe\_generated**

Color of generated keyframe

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**keyframe\_generated\_selected**

Color of selected generated keyframe

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**keyframe\_jitter**

Color of jitter keyframe

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**keyframe\_jitter\_selected**

Color of selected jitter keyframe

**TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**keyframe\_maskhold**

#### **keyframe\_movehold**

Color of moving hold keyframe

##### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **keyframe\_movehold\_selected**

Color of selected moving hold keyframe

##### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **keyframe\_scale\_factor**

Scale factor for adjusting the height of keyframes

##### **TYPE:**

float in [0.8, 5], default 1.0

#### **keyframe\_selected**

Color of selected keyframe

##### **TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

#### **long\_key**

##### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

#### **long\_key\_selected**

##### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

#### **preview\_range**

Color of preview range overlay

##### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

#### **simulated\_frames**

##### **TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

#### **space**

Settings for space

##### **TYPE:**

`ThemeSpaceGeneric`, (readonly, never None)

#### **space\_list**

Settings for space list

##### **TYPE:**

`ThemeSpaceListGeneric`, (readonly, never None)

#### **summary**

Color of summary channel

##### **TYPE:**

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**time\_marker\_line****TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**time\_marker\_line\_selected****TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**time\_scrub\_background****TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**value\_sliders****TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**view\_sliders****TYPE:**

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

**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

## 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_namespace`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.math_function`

- `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.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

- `Theme.dopesheet_editor`

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