

# SequencerToolSettings(bpy\_struct)

base class — [bpy\\_struct](#)

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

**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.

**TYPE:**

enum in ['FIT', 'FILL', 'STRETCH', 'ORIGINAL'], default 'FIT'

**overlap\_mode**

How to resolve overlap after transformation

- `EXPAND` Expand – Move strips so transformed strips fit.
- `OVERWRITE` Overwrite – Trim or split strips to resolve overlap.
- `SHUFFLE` Shuffle – Move transformed strips to nearest free space to resolve overlap.

**TYPE:**

enum in ['EXPAND', 'OVERWRITE', 'SHUFFLE'], default 'EXPAND'

**pivot\_point**

Rotation or scaling pivot point

- `CENTER` Bounding Box Center.
- `MEDIAN` Median Point.
- `CURSOR` 2D Cursor – Pivot around the 2D cursor.
- `INDIVIDUAL_ORIGINS` Individual Origins – Pivot around each selected island's own median point.

**TYPE:**

enum in ['CENTER', 'MEDIAN', 'CURSOR', 'INDIVIDUAL\_ORIGINS'], default 'CENTER'

**snap\_distance**

Maximum distance for snapping in pixels

**TYPE:**

int in [-inf, inf], default 15

**snap\_ignore\_muted**

Don't snap to hidden strips

**TYPE:**

boolean, default False

**snap\_ignore\_sound**

Don't snap to sound strips

**TYPE:**

boolean, default False

**snap\_to\_borders**

Snap to preview borders

**TYPE:**

boolean, default False

**snap\_to\_center**

Snap to preview center

**TYPE:**

boolean, default False

**snap\_to\_current\_frame**

Snap to current frame

**TYPE:**

boolean, default False

**snap\_to\_hold\_offset**

Snap to strip hold offsets

**TYPE:**

boolean, default False

**snap\_to\_markers**

Snap to markers

**TYPE:**

boolean, default False

**snap\_to\_retiming\_keys**

Snap to retiming keys

**TYPE:**

boolean, default False

**snap\_to\_strips\_preview**

Snap to borders and origins of deselected, visible strips

**TYPE:**

boolean, default False

**use\_snap\_current\_frame\_to\_strips**

Snap current frame to strip start or end

**TYPE:**

boolean, default False

**classmethod bl\_ma\_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\_ma\_get\_subclass pv(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_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`

## References

- `ToolSettings.sequencer_tool_settings`