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Nla Operators

bpy.ops.nla.**action_pushdown(*, track_index=-1)**

Push action down onto the top of the NLA stack as a new strip

PARAMETERS:

track_index (*int in [-1, inf], (optional)*) – Track Index, Index of NLA action track to perform pushdown operation on

bpy.ops.nla.**action_sync_length(*, active=True)**

Synchronize the length of the referenced Action with the length used in the strip

PARAMETERS:

active (*boolean, (optional)*) – Active Strip Only, Only sync the active length for the active strip

bpy.ops.nla.**action_unlink(*, force_delete=False)**

Unlink this action from the active action slot (and/or exit Tweak Mode)

PARAMETERS:

force_delete (*boolean, (optional)*) – Force Delete, Clear Fake User and remove copy stashed in this data-block's NLA stack

bpy.ops.nla.**actionclip_add(*, action='')**

Add an Action-Clip strip (i.e. an NLA Strip referencing an Action) to the active track

PARAMETERS:

action (*enum in [], (optional)*) – Action

bpy.ops.nla.**apply_scale()**

Apply scaling of selected strips to their referenced Actions

bpy.ops.nla.**bake(*, frame_start=1, frame_end=250, step=1, only_selected=True, visual_keying=False, clear_constraints=False, clear_parents=False, use_current_action=False, clean_curves=False, bake_types={'POSE'}, channel_types={'BBONE', 'LOCATION', 'PROPS', 'ROTATION', 'SCALE'})**

Bake all selected objects location/scale/rotation animation to an action

PARAMETERS:

- **frame_start** (*int in [0, 300000], (optional)*) – Start Frame, Start frame for baking
- **frame_end** (*int in [1, 300000], (optional)*) – End Frame, End frame for baking
- **step** (*int in [1, 120], (optional)*) – Frame Step, Number of frames to skip forward while baking each frame
- **only_selected** (*boolean, (optional)*) – Only Selected Bones, Only key selected bones (Pose baking only)
- **visual_keying** (*boolean, (optional)*) – Visual Keying, Keyframe from the final transformations (with constraints applied)
- **clear_constraints** (*boolean, (optional)*) – Clear Constraints, Remove all constraints from keyed object/bones. To get a correct bake with tl setting Visual Keying should be enabled
- **clear_parents** (*boolean, (optional)*) – Clear Parents, Bake animation onto the object then clear parents (objects only)
- **use_current_action** (*boolean, (optional)*) – Overwrite Current Action, Bake animation into current action, instead of creating a new one (useful for baking only part of bones in an armature)
- **clean_curves** (*boolean, (optional)*) – Clean Curves, After baking curves, remove redundant keys
- **bake_types** (*enum set in {'POSE', 'OBJECT'}, (optional)*) –

  Bake Data, Which data's transformations to bake

  - `POSE` Pose – Bake bones transformations.
  - `OBJECT` Object – Bake object transformations.

- **channel_types** (*enum set in {'LOCATION', 'ROTATION', 'SCALE', 'BBONE', 'PROPS'}, (optional)*) –

  Channels, Which channels to bake

- `LOCATION` Location – Bake location channels.
- `ROTATION` Rotation – Bake rotation channels.
- `SCALE` Scale – Bake scale channels.
- `BBONE` B-Bone – Bake B-Bone channels.
- `PROPS` Custom Properties – Bake custom properties.

FILE:

startup/bl_operators/anim.py:270

bpy.ops.nla.**channels_click(*, extend=False)**

Handle clicks to select NLA tracks

PARAMETERS:

extend (*boolean, (optional)*) – Extend Select

bpy.ops.nla.**clear_scale()**

Reset scaling of selected strips

bpy.ops.nla.**click_select(*, wait_to_deselect_others=False, mouse_x=0, mouse_y=0, extend=False, deselect_all=False)**

Handle clicks to select NLA Strips

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 Select
- **deselect_all** (*boolean, (optional)*) – Deselect On Nothing, Deselect all when nothing under the cursor

bpy.ops.nla.**delete()**

Delete selected strips

bpy.ops.nla.**duplicate(*, linked=False)**

Duplicate selected NLA-Strips, adding the new strips to new track(s)

PARAMETERS:

linked (*boolean, (optional)*) – Linked, When duplicating strips, assign new copies of the actions they use

bpy.ops.nla.**duplicate_linked_move(*, NLA_OT_duplicate=None, TRANSFORM_OT_translate=None)**

Duplicate Linked selected NLA-Strips, adding the new strips to new track(s)

PARAMETERS:

- **NLA_OT_duplicate** (`NLA_OT_duplicate`, (optional)) – Duplicate Strips, Duplicate selected NLA-Strips, adding the new strips to n track(s)
- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate`, (optional)) – Move, Move selected items

bpy.ops.nla.**duplicate_move(*, NLA_OT_duplicate=None, TRANSFORM_OT_translate=None)**

Duplicate selected NLA-Strips, adding the new strips to new track(s)

PARAMETERS:

- **NLA_OT_duplicate** (`NLA_OT_duplicate`, (optional)) – Duplicate Strips, Duplicate selected NLA-Strips, adding the new strips to n track(s)
- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate`, (optional)) – Move, Move selected items

bpy.ops.nla.**fmodifier_add(*, type='NULL', only_active=True)**

Add F-Modifier to the active/selected NLA-Strips

PARAMETERS:

- **type** (enum in Fmodifier Type Items, (optional)) – Type
- **only_active** (*boolean, (optional)*) – Only Active, Only add a F-Modifier of the specified type to the active strip

bpy.ops.nla.**fmodifier_copy()**

Copy the F-Modifier(s) of the active NLA-Strip

bpy.ops.nla.**fmodifier_paste(*, only_active=True, replace=False)**

Add copied F-Modifiers to the selected NLA-Strips

PARAMETERS:

- **only_active** (*boolean, (optional)*) – Only Active, Only paste F-Modifiers on active strip
- **replace** (*boolean, (optional)*) – Replace Existing, Replace existing F-Modifiers, instead of just appending to the end of the existing list

bpy.ops.nla.**make_single_user(*, confirm=True)**

Make linked action local to each strip

PARAMETERS:

confirm (*boolean, (optional)*) – Confirm, Prompt for confirmation

bpy.ops.nla.**meta_add()**

Add new meta-strips incorporating the selected strips

bpy.ops.nla.**meta_remove()**

Separate out the strips held by the selected meta-strips

bpy.ops.nla.**move_down()**

Move selected strips down a track if there's room

bpy.ops.nla.**move_up()**

Move selected strips up a track if there's room

bpy.ops.nla.**mute_toggle()**

Mute or un-mute selected strips

bpy.ops.nla.**previewrange_set()**

Set Preview Range based on extends of selected strips

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

Select or deselect all NLA-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.nla.**select_box(*, axis_range=False, tweak=False, xmin=0, xmax=0, ymin=0, ymax=0, wait_for_input=True, mode='SET')**

Use box selection to grab NLA-Strips

PARAMETERS:

- **axis_range** (*boolean, (optional)*) – Axis Range

- **tweak** (*boolean, (optional)*) – Tweak, Operator has been activated using a click-drag event
- **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.

bpy.ops.nla.**select_leftright(*, mode='CHECK', extend=False)**

Select strips to the left or the right of the current frame

PARAMETERS:

- **mode** (*enum in ['CHECK', 'LEFT', 'RIGHT'], (optional)*) – Mode
- **extend** (*boolean, (optional)*) – Extend Select

bpy.ops.nla.**selected_objects_add()**

Make selected objects appear in NLA Editor by adding Animation Data

bpy.ops.nla.**snap(*, type='CFRA')**

Move start of strips to specified time

PARAMETERS:

type (*enum in ['CFRA', 'NEAREST_FRAME', 'NEAREST_SECOND', 'NEAREST_MARKER'], (optional)*) – Type

bpy.ops.nla.**soundclip_add()**

Add a strip for controlling when speaker plays its sound clip

bpy.ops.nla.**split()**

Split selected strips at their midpoints

bpy.ops.nla.**swap()**

Swap order of selected strips within tracks

bpy.ops.nla.**tracks_add(*, above_selected=False)**

Add NLA-Tracks above/after the selected tracks

PARAMETERS:

above_selected (*boolean, (optional)*) – Above Selected, Add a new NLA Track above every existing selected one

bpy.ops.nla.**tracks_delete()**

Delete selected NLA-Tracks and the strips they contain

bpy.ops.nla.**transition_add()**

Add a transition strip between two adjacent selected strips

bpy.ops.nla.**tweakmode_enter(*, isolate_action=False, use_upper_stack_evaluation=False)**

Enter tweaking mode for the action referenced by the active strip to edit its keyframes

PARAMETERS:

- **isolate_action** (*boolean, (optional)*) – Isolate Action, Enable ‘solo’ on the NLA Track containing the active strip, to edit it without seeing th

effects of the NLA stack

- **use_upper_stack_evaluation** (*boolean, (optional)*) – Evaluate Upper Stack, In tweak mode, display the effects of the tracks above the tweak strip

bpy.ops.nla.**tweakmode_exit(*, isolate_action=False)**

Exit tweaking mode for the action referenced by the active strip

PARAMETERS:

isolate_action (*boolean, (optional)*) – Isolate Action, Disable 'solo' on any of the NLA Tracks after exiting tweak mode to get things back normal

bpy.ops.nla.**view_all()**

Reset viewable area to show full strips range

bpy.ops.nla.**view_frame()**

Move the view to the current frame

bpy.ops.nla.**view_selected()**

Reset viewable area to show selected strips range