Mask(ID)

base classes — `bpy_struct`, `ID`

class bpy.types.**Mask(ID)**

Mask data-block defining mask for compositing

active_layer_index

Index of active layer in list of all mask's layers

TYPE:

int in [-inf, inf], default 0

animation_data

Animation data for this data-block

TYPE:

`AnimData`, (readonly)

frame_end

Final frame of the mask (used for sequencer)

TYPE:

int in [0, 1048574], default 0

frame_start

First frame of the mask (used for sequencer)

TYPE:

int in [0, 1048574], default 0

layers

Collection of layers which defines this mask

TYPE:

`MaskLayers` `bpy_prop_collection` of `MaskLayer`, (readonly)

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
- ID.name
- ID.name_full
- ID.id_type
- ID.session_uid
- ID.is_evaluated
- ID.original
- ID.users
- ID.use_fake_user
- ID.use_extra_user
- ID.is_embedded_data
- ID.is_missing
- ID.is_runtime_data
- ID.is_editable
- ID.tag
- ID.is_library_indirect
- ID.library
- ID.library_weak_reference
- ID.asset_data
- ID.override_library
- ID.preview

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
- ID.rename
- ID.evaluated_get
- ID.copy
- ID.asset_mark
- ID.asset_clear
- ID.asset_generate_preview
- ID.override_create
- ID.override_hierarchy_create
- ID.user_clear
- ID.user_remap
- ID.make_local
- ID.user_of_id
- ID.animation_data_create
- ID.animation_data_clear
- ID.update_tag
- ID.preview_ensure
- ID.bl_rna_get_subclass
- ID.bl_rna_get_subclass_py

References

- bpy.context.edit_mask
- BlendData.masks
- BlendDataMasks.new
- BlendDataMasks.remove
- CompositorNodeMask.mask
- MaskStrip.mask
- SpaceClipEditor.mask
- SpaceImageEditor.mask
- StripModifier.input_mask_id
- StripsMeta.new_mask
- StripsTopLevel.new_mask