

# aaf2.mobs module

**class** aaf2.mobs.Mob(*name=None*)

Bases: `aaf2.core.AAFObject`

Base Class for All Mob Objects

**class\_id**= 0d010101-0101-3400-060e-2b3402060101

**unique\_key**

**name**

**mob\_id**

The unique Mob ID associated with this mob. Get Returns `aaf2.mobid.MobID` Object

**usage**

**comments**

**slots**

**slot\_at(slot\_id)**

**create\_timeline\_slot(edit\_rate, slot\_id=None)**

**create\_empty\_sequence\_slot(edit\_rate, slot\_id=None, media\_kind=None)**

Create an empty timeline slot and sets its segment to a new, empty *aaf2.components.Sequence* component. Timeline slots are for continuous, monotonically-changing media, like picture and sound.

**create\_picture\_slot(edit\_rate=25)**

Create an empty timeline slot, with the 'picture' media kind, and sets its segment to a new, empty *aaf2.components.Sequence* component.

**create\_sound\_slot(edit\_rate=25)**

Create an empty timeline slot, with the 'sound' media kind, and sets its segment to a new, empty *aaf2.components.Sequence* component.



latest

`create_source_clip(slot_id=None, start=None, length=None, media_kind=None)`

Create a SourceClip of Mobs slot with *slot\_id*. If no length given the default length will be the full length of slots segment minus *start*. Returns `aaf2.components.SourceClip` Object

`dependant_mobs()`

Yields all mobs that this mob is dependant on in depth first order.

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`class aaf2.mobs.CompositionMob(name=None)`

Bases: `aaf2.mobs.Mob`

`class_id= 0d010101-0101-3500-060e-2b3402060101`

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`class aaf2.mobs.MasterMob(name=None)`

Bases: `aaf2.mobs.Mob`

`class_id= 0d010101-0101-3600-060e-2b3402060101`

`import_dnxhd_essence(path, edit_rate, tape=None, length=None, offline=False)`

Import video essence from raw DNxHD/DNxHR stream

`import_audio_essence(path, edit_rate=None, tape=None, length=None, offline=False)`

Import audio essence from wav file

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`class aaf2.mobs.SourceMob(name=None)`

Bases: `aaf2.mobs.Mob`

`class_id= 0d010101-0101-3700-060e-2b3402060101`

`descriptor`

`create_essence(edit_rate=None, media_kind='picture', slot_id=None, offline=False)`

`create_empty_slot(edit_rate=None, media_kind='picture', slot_id=None)`

`create_timecode_slot(edit_rate, timecode_fps, drop_frame=False, length=None)`

`create_tape_slots(tape_name, edit_rate, timecode_fps, drop_frame=False, media_kind=None, length=None)`

`import_rawvideo_essence(path, edit_rate, width, height, pixel_layout, tape=None)`

`import_dnxhd_essence(path, edit_rate, tape=None, length=None, offline=False)`

Import video essence from raw DNxHD/DNxHR stream

```
import_audio_essence(path, edit_rate=None, tape=None, length=None, offline=False)
```

Import audio essence from wav file

```
export_audio(path)
```

```
essence
```