aaf2.components module

class **aaf2.components.Component**(*media_kind=None, length=None*)

Bases: `aaf2.core.AAFObject`

class_id= *0d010101-0101-0200-060e-2b3402060101*

length

datadef

media_kind

class **aaf2.components.Segment**(*media_kind=None, length=None*)

Bases: `aaf2.components.Component`

class_id= *0d010101-0101-0300-060e-2b3402060101*

class **aaf2.components.Transition**(*media_kind=None, length=None*)

Bases: `aaf2.components.Component`

class_id= *0d010101-0101-1700-060e-2b3402060101*

cutpoint

class **aaf2.components.Sequence**(*media_kind=None, length=None*)

Bases: `aaf2.components.Segment`

class_id= *0d010101-0101-0f00-060e-2b3402060101*

components

component_at_time(*edit_unit*)

index_at_time(*edit_unit*)

positions()

class **aaf2.components.NestedScope**(*media_kind=None, length=None*)

> Bases: `aaf2.components.Segment`
>
> > **class_id**= *0d010101-0101-0b00-060e-2b3402060101*
> >
> > **slots**

class **aaf2.components.SourceReference**(*media_kind=None, length=None*)

> Bases: `aaf2.components.Segment`
>
> > **class_id**= *0d010101-0101-1000-060e-2b3402060101*
> >
> > **mob_id**
> >
> > **slot_id**
> >
> > **mob**
> >
> > **slot**

class **aaf2.components.SourceClip**(*start=None, length=None, mob_id=None, slot_id=None, media_kind=None*)

> Bases: `aaf2.components.SourceReference`
>
> > **class_id**= *0d010101-0101-1100-060e-2b3402060101*
> >
> > **start**
> >
> > **walk()**

class **aaf2.components.Filler**(*media_kind=None, length=None*)

> Bases: `aaf2.components.Segment`
>
> > **class_id**= *0d010101-0101-0900-060e-2b3402060101*

class **aaf2.components.EssenceGroup**(*media_kind=None, length=None*)

> Bases: `aaf2.components.Segment`
>
> > **class_id**= *0d010101-0101-0500-060e-2b3402060101*

class **aaf2.components.EdgeCode**(*media_kind=None, length=None*)

> Bases: `aaf2.components.Segment`

class_id= *0d010101-0101-0400-060e-2b3402060101*

---

class **aaf2.components.Pulldown**(*media_kind=None, length=None*)

　Bases: `aaf2.components.Segment`

　class_id= *0d010101-0101-0c00-060e-2b3402060101*

---

class **aaf2.components.ScopeReference**(*media_kind=None, length=None*)

　Bases: `aaf2.components.Segment`

　class_id= *0d010101-0101-0d00-060e-2b3402060101*

---

class **aaf2.components.Selector**(*media_kind=None, length=None*)

　Bases: `aaf2.components.Segment`

　class_id= *0d010101-0101-0e00-060e-2b3402060101*

---

class **aaf2.components.Timecode**(*fps=25, drop=False, length=None*)

　Bases: `aaf2.components.Segment`

　class_id= *0d010101-0101-1400-060e-2b3402060101*

　start

　fps

　drop

---

class **aaf2.components.OperationGroup**(*operationdef, length=None, media_kind=None*)

　Bases: `aaf2.components.Segment`

　class_id= *0d010101-0101-0a00-060e-2b3402060101*

　operation

　parameters

　segments

---

class **aaf2.components.Event**

　Bases: `aaf2.components.Segment`

class_id= *0d010101-0101-0600-060e-2b3402060101*

class **aaf2.components.CommentMarker**

Bases: `aaf2.components.Event`

class_id= *0d010101-0101-0800-060e-2b3402060101*

class **aaf2.components.DescriptiveMarker**

Bases: `aaf2.components.CommentMarker`

class_id= *0d010101-0101-4100-060e-2b3402060101*