SceneRenderView(bpy_struct)

base class — `bpy_struct`

class bpy.types.**SceneRenderView(bpy_struct)**

> Render viewpoint for 3D stereo and multiview rendering
>
> **camera_suffix**
>
> > Suffix to identify the cameras to use, and added to the render images for this view
> >
> > **TYPE:**
> >
> > > string, default "", (never None)
>
> **file_suffix**
>
> > Suffix added to the render images for this view
> >
> > **TYPE:**
> >
> > > string, default "", (never None)
>
> **name**
>
> > Render view name
> >
> > **TYPE:**
> >
> > > string, default "", (never None)
>
> **use**
>
> > Disable or enable the render view
> >
> > **TYPE:**
> >
> > > boolean, default False
>
> **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`

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

- RenderViews.active
- RenderViews.new
- RenderViews.remove
- RenderSettings.stereo_views
- RenderSettings.views

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