XrSessionSettings(bpy_struct)

base class — bpy_struct

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

base_pose_angle

Rotation angle around the Z-Axis to apply the rotation deltas from the VR headset to

TYPE:

float in [-inf, inf], default 0.0

base_pose_location

Coordinates to apply translation deltas from the VR headset to

TYPE:

mathutils.Vector of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

base_pose_object

Object to take the location and rotation to which translation and rotation deltas from the VR headset will be applied to

TYPE:

Object

base_pose_type

Define where the location and rotation for the VR view come from, to which translation and rotation deltas from the VR headset will be applie to

- SCENE_CAMERA Scene Camera – Follow the active scene camera to define the VR view's base pose.
- OBJECT Object – Follow the transformation of an object to define the VR view's base pose.
- CUSTOM Custom – Follow a custom transformation to define the VR view's base pose.

TYPE:

enum in ['SCENE_CAMERA', 'OBJECT', 'CUSTOM'], default 'SCENE_CAMERA'

base_scale

Uniform scale to apply to VR view

TYPE:

float in [1e-06, inf], default 1.0

clip_end

VR viewport far clipping distance

TYPE:

float in [1e-06, inf], default 0.0

clip_start

VR viewport near clipping distance

TYPE:

float in [1e-06, inf], default 0.0

controller_draw_style

Style to use when drawing VR controllers

- DARK Dark – Draw dark controller.

- `LIGHT` Light – Draw light controller.
- `DARK_RAY` Dark + Ray – Draw dark controller with aiming axis ray.
- `LIGHT_RAY` Light + Ray – Draw light controller with aiming axis ray.

TYPE:

enum in ['DARK', 'LIGHT', 'DARK_RAY', 'LIGHT_RAY'], default 'DARK'

icon_from_show_object_viewport

TYPE:

int in [-inf, inf], default 0, (readonly)

shading

TYPE:

`View3DShading`, (readonly, never None)

show_annotation

Show annotations for this view

TYPE:

boolean, default False

show_controllers

Show VR controllers (requires VR actions for controller poses)

TYPE:

boolean, default False

show_custom_overlays

Show custom VR overlays

TYPE:

boolean, default False

show_floor

Show the ground plane grid

TYPE:

boolean, default False

show_object_extras

Show object extras, including empties, lights, and cameras

TYPE:

boolean, default False

show_object_select_armature

Allow selection of armatures

TYPE:

boolean, default False

show_object_select_camera

Allow selection of cameras

TYPE:

boolean, default False

show_object_select_curve

Allow selection of curves

TYPE:

boolean, default False

show_object_select_curves

Allow selection of hair curves

TYPE:

boolean, default False

show_object_select_empty

Allow selection of empties

TYPE:

boolean, default False

show_object_select_font

Allow selection of text objects

TYPE:

boolean, default False

show_object_select_grease_pencil

Allow selection of Grease Pencil objects

TYPE:

boolean, default False

show_object_select_lattice

Allow selection of lattices

TYPE:

boolean, default False

show_object_select_light

Allow selection of lights

TYPE:

boolean, default False

show_object_select_light_probe

Allow selection of light probes

TYPE:

boolean, default False

show_object_select_mesh

Allow selection of mesh objects

TYPE:

boolean, default False

show_object_select_meta

Allow selection of metaballs

TYPE:

boolean, default False

show_object_select_pointcloud

Allow selection of point clouds

TYPE:

boolean, default False

show_object_select_speaker

Allow selection of speakers

TYPE:

boolean, default False

show_object_select_surf

Allow selection of surfaces

TYPE:

boolean, default False

show_object_select_volume

Allow selection of volumes

TYPE:

boolean, default False

show_object_viewport_armature

Show armatures

TYPE:

boolean, default False

show_object_viewport_camera

Show cameras

TYPE:

boolean, default False

show_object_viewport_curve

Show curves

TYPE:

boolean, default False

show_object_viewport_curves

Show hair curves

TYPE:

boolean, default False

show_object_viewport_empty

Show empties

TYPE:

boolean, default False

show_object_viewport_font

Show text objects

TYPE:
boolean, default False

show_object_viewport_grease_pencil
Show Grease Pencil objects

TYPE:
boolean, default False

show_object_viewport_lattice
Show lattices

TYPE:
boolean, default False

show_object_viewport_light
Show lights

TYPE:
boolean, default False

show_object_viewport_light_probe
Show light probes

TYPE:
boolean, default False

show_object_viewport_mesh
Show mesh objects

TYPE:
boolean, default False

show_object_viewport_meta
Show metaballs

TYPE:
boolean, default False

show_object_viewport_pointcloud
Show point clouds

TYPE:
boolean, default False

show_object_viewport_speaker
Show speakers

TYPE:
boolean, default False

show_object_viewport_surf
Show surfaces

TYPE:
boolean, default False

show_object_viewport_volume

Show volumes

TYPE:

boolean, default False

show_passthrough

Show the passthrough view

TYPE:

boolean, default False

show_selection

Show selection outlines

TYPE:

boolean, default False

use_absolute_tracking

Allow the VR tracking origin to be defined independently of the headset location

TYPE:

boolean, default False

use_positional_tracking

Allow VR headsets to affect the location in virtual space, in addition to the rotation

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

- WindowManager.xr_session_settings