SpaceUVEditor(bpy_struct)

base class — `bpy_struct`

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

UV editor data for the image editor space

custom_grid_subdivisions

Number of grid units in UV space that make one UV Unit

TYPE:

int array of 2 items in [1, 5000], default (10, 10)

display_stretch_type

Type of stretch to display

- `ANGLE` Angle – Angular distortion between UV and 3D angles.
- `AREA` Area – Area distortion between UV and 3D faces.

TYPE:

enum in ['ANGLE', 'AREA'], default 'ANGLE'

edge_display_type

Display style for UV edges

- `OUTLINE` Outline – Display white edges with black outline.
- `DASH` Dash – Display dashed black-white edges.
- `BLACK` Black – Display black edges.
- `WHITE` White – Display white edges.

TYPE:

enum in ['OUTLINE', 'DASH', 'BLACK', 'WHITE'], default 'OUTLINE'

grid_shape_source

Specify source for the grid shape

- `DYNAMIC` Dynamic – Dynamic grid.
- `FIXED` Fixed – Manually set grid divisions.
- `PIXEL` Pixel – Grid aligns with pixels from image.

TYPE:

enum in ['DYNAMIC', 'FIXED', 'PIXEL'], default 'DYNAMIC'

lock_bounds

Constraint to stay within the image bounds while editing

TYPE:

boolean, default False

pixel_round_mode

Round UVs to pixels while editing

- `DISABLED` Disabled – Don't round to pixels.
- `CORNER` Corner – Round to pixel corners.
- `CENTER` Center – Round to pixel centers.

TYPE:

enum in ['DISABLED', 'CORNER', 'CENTER'], default 'DISABLED'

show_faces

Display faces over the image

TYPE:

boolean, default False

show_grid_over_image

Show the grid over the image

TYPE:

boolean, default True

show_metadata

Display metadata properties of the image

TYPE:

boolean, default False

show_modified_edges

Display edges after modifiers are applied

TYPE:

boolean, default False

show_pixel_coords

Display UV coordinates in pixels rather than from 0.0 to 1.0

TYPE:

boolean, default False

show_stretch

Display faces colored according to the difference in shape between UVs and their 3D coordinates (blue for low distortion, red for high distortion)

TYPE:

boolean, default False

show_texpaint

Display overlay of texture paint UV layer

TYPE:

boolean, default False

stretch_opacity

Opacity of the UV Stretch overlay

TYPE:

float in [0, 1], default 0.0

tile_grid_shape

How many tiles will be shown in the background

TYPE:

int array of 2 items in [1, 100], default (1, 1)

use_live_unwrap

Continuously unwrap the selected UV island while transforming pinned vertices

TYPE:

boolean, default False

uv_opacity

Opacity of UV overlays

TYPE:

float in [0, 1], default 0.0

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

- `SpaceImageEditor.uv_editor`