

[Skip to content](#)

RenderViews(bpy_struct)

base class — `bpy_struct`

class `bpy.types.RenderViews(bpy_struct)`

Collection of render views

active

Active Render View

TYPE:

`SceneRenderView`, (never `None`)

active_index

Active index in render view array

TYPE:

`int` in `[0, 32767]`, default `0`

new(name)

Add a render view to scene

PARAMETERS:

name (*string, (never None)*) – New name for the marker (not unique)

RETURNS:

Newly created render view

RETURN TYPE:

`SceneRenderView`

remove(view)

Remove a render view

PARAMETERS:

view (`SceneRenderView`, (never `None`)) – Render view to remove

classmethod `bl_ma_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_ma_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

- | | |
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| <ul style="list-style-type: none"><code>bpy_struct.as_pointer</code><code>bpy_struct.driver_add</code><code>bpy_struct.driver_remove</code><code>bpy_struct.get</code><code>bpy_struct.id_properties_clear</code><code>bpy_struct.id_properties_ensure</code><code>bpy_struct.id_properties_ui</code><code>bpy_struct.is_property_hidden</code><code>bpy_struct.is_property_overridable_library</code><code>bpy_struct.is_property_readonly</code><code>bpy_struct.is_property_set</code> | <ul style="list-style-type: none"><code>bpy_struct.items</code><code>bpy_struct.keyframe_delete</code><code>bpy_struct.keyframe_insert</code><code>bpy_struct.keys</code><code>bpy_struct.path_from_id</code><code>bpy_struct.path_resolve</code><code>bpy_struct.pop</code><code>bpy_struct.property_overridable_library_set</code><code>bpy_struct.property_unset</code><code>bpy_struct.type_recast</code><code>bpy_struct.values</code> |
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References

- `RenderSettings.views`