PreferencesView(bpy_struct)

base class — bpy_struct

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

Preferences related to viewing data

color_picker_type

Different styles of displaying the color picker widget

- CIRCLE_HSV Circle (HSV) – A circular Hue/Saturation color wheel, with Value slider.
- CIRCLE_HSL Circle (HSL) – A circular Hue/Saturation color wheel, with Lightness slider.
- SQUARE_SV Square (SV + H) – A square showing Saturation/Value, with Hue slider.
- SQUARE_HS Square (HS + V) – A square showing Hue/Saturation, with Value slider.
- SQUARE_HV Square (HV + S) – A square showing Hue/Value, with Saturation slider.

TYPE:

enum in [‘CIRCLE_HSV’, ‘CIRCLE_HSL’, ‘SQUARE_SV’, ‘SQUARE_HS’, ‘SQUARE_HV’], default ‘CIRCLE_HSV’

factor_display_type

How factor values are displayed

- FACTOR Factor – Display factors as values between 0 and 1.
- PERCENTAGE Percentage – Display factors as percentages.

TYPE:

enum in [‘FACTOR’, ‘PERCENTAGE’], default ‘FACTOR’

filebrowser_display_type

Default location where the File Editor will be displayed in

- SCREEN Maximized Area – Open the temporary editor in a maximized screen.
- WINDOW New Window – Open the temporary editor in a new window.

TYPE:

enum in [‘SCREEN’, ‘WINDOW’], default ‘WINDOW’

font_path_ui

Path to interface font

TYPE:

string, default “”, (never None)

font_path_ui_mono

Path to interface monospaced Font

TYPE:

string, default “”, (never None)

gizmo_size

Diameter of the gizmo

TYPE:

int in [10, 200], default 75

gizmo_size_navigate_v3d

The Navigate Gizmo size

TYPE:

int in [30, 200], default 80

header_align

Default header position for new space-types

- `NONE` Keep Existing – Keep existing header alignment.
- `TOP` Top – Top aligned on load.
- `BOTTOM` Bottom – Bottom align on load (except for property editors).

TYPE:

enum in ['NONE', 'TOP', 'BOTTOM'], default 'NONE'

language

Language used for translation

- `DEFAULT` Automatic (Automatic) – Automatically choose system's defined language if available, or fall-back to English.

TYPE:

enum in ['DEFAULT'], default 'DEFAULT'

lookdev_sphere_size

Diameter of the HDRI preview spheres

TYPE:

int in [50, 400], default 150

mini_axis_brightness

Brightness of the icon

TYPE:

int in [0, 10], default 8

mini_axis_size

The axes icon's size

TYPE:

int in [10, 64], default 25

mini_axis_type

Show small rotating 3D axes in the top right corner of the 3D viewport

TYPE:

enum in ['NONE', 'MINIMAL', 'GIZMO'], default 'GIZMO'

open_sublevel_delay

Time delay in 1/10 seconds before automatically opening sub level menus

TYPE:

int in [1, 40], default 2

open_toplevel_delay

Time delay in 1/10 seconds before automatically opening top level menus

TYPE:

int in [1, 40], default 5

pie_animation_timeout

Time needed to fully animate the pie to unfolded state (in 1/100ths of sec)

TYPE:

int in [0, 1000], default 6

pie_initial_timeout

Pie menus will use the initial mouse position as center for this amount of time (in 1/100ths of sec)

TYPE:

int in [0, 1000], default 0

pie_menu_confirm

Distance threshold after which selection is made (zero to disable)

TYPE:

int in [0, 1000], default 0

pie_menu_radius

Pie menu size in pixels

TYPE:

int in [0, 1000], default 100

pie_menu_threshold

Distance from center needed before a selection can be made

TYPE:

int in [0, 1000], default 12

pie_tap_timeout

Pie menu button held longer than this will dismiss menu on release (in 1/100ths of sec)

TYPE:

int in [0, 1000], default 20

playback_fps_samples

The number of frames to use for calculating FPS average. Zero to calculate this automatically, where the number of samples matches the targe FPS.

TYPE:

int in [0, 5000], default 8

render_display_type

Default location where rendered images will be displayed in

- `NONE` Keep User Interface – Images are rendered without changing the user interface.
- `SCREEN` Maximized Area – Images are rendered in a maximized Image Editor.
- `AREA` Image Editor – Images are rendered in an Image Editor.
- `WINDOW` New Window – Images are rendered in a new window.

TYPE:

enum in [‘NONE’, ‘SCREEN’, ‘AREA’, ‘WINDOW’], default ‘WINDOW’

rotation_angle

Rotation step for numerical pad keys (2 4 6 8)

TYPE:

float in [0, 90], default 15.0

show_addons_enabled_only

Only show enabled add-ons. Un-check to see all installed add-ons.

TYPE:

boolean, default False

show_column_layout

Use a column layout for toolbox

TYPE:

boolean, default True

show_developer_ui

Show options for developers (edit source in context menu, geometry indices)

TYPE:

boolean, default False

show_extensions_updates

Show Extensions Update Count

TYPE:

boolean, default True

show_gizmo

Use transform gizmos by default

TYPE:

boolean, default True

show_navigate_ui

Show navigation controls in 2D and 3D views which do not have scroll bars

TYPE:

boolean, default True

show_object_info

Include the name of the active object and the current frame number in the text info overlay

TYPE:

boolean, default True

show_playback_fps

Include the number of frames displayed per second in the text info overlay while animation is played back

TYPE:

boolean, default True

show_splash

Display splash screen on startup

TYPE:

boolean, default True

show_statusbar_memory

Show Blender memory usage

TYPE:
boolean, default False

show_statusbar_scene_duration

Show scene duration

TYPE:
boolean, default False

show_statusbar_stats

Show scene statistics

TYPE:
boolean, default False

show_statusbar_version

Show Blender version string

TYPE:
boolean, default True

show_statusbar_vram

Show GPU video memory usage

TYPE:
boolean, default False

show_tooltips

Display tooltips (when disabled, hold Alt to force display)

TYPE:
boolean, default True

show_tooltips_python

Show Python references in tooltips

TYPE:
boolean, default False

show_view_name

Include the name of the view orientation in the text info overlay

TYPE:
boolean, default True

smooth_view

Time to animate the view in milliseconds, zero to disable

TYPE:
int in [0, 1000], default 200

text_hinting

Method for making user interface text render sharp

TYPE:
enum in ['AUTO', 'NONE', 'SLIGHT', 'FULL'], default 'AUTO'

timecode_style

Format of timecode displayed when not displaying timing in terms of frames

- `MINIMAL` Minimal Info – Most compact representation, uses '+' as separator for sub-second frame numbers, with left and right truncation of the timecode as necessary.
- `SMPTE` SMPTE (Full) – Full SMPTE timecode (format is HH:MM:SS:FF).
- `SMPTE_COMPACT` SMPTE (Compact) – SMPTE timecode showing minutes, seconds, and frames only - hours are also shown if necessary, but not by default.
- `MILLISECONDS` Compact with Decimals – Similar to SMPTE (Compact), except that the decimal part of the second is shown instead of frames.
- `SECONDS_ONLY` Only Seconds – Direct conversion of frame numbers to seconds.

TYPE:

enum in ['MINIMAL', 'SMPTE', 'SMPTE_COMPACT', 'MILLISECONDS', 'SECONDS_ONLY'], default 'MINIMAL'

ui_line_width

Changes the thickness of widget outlines, lines and dots in the interface

- `THIN` Thin – Thinner lines than the default.
- `AUTO` Default – Automatic line width based on UI scale.
- `THICK` Thick – Thicker lines than the default.

TYPE:

enum in ['THIN', 'AUTO', 'THICK'], default 'AUTO'

ui_scale

Changes the size of the fonts and widgets in the interface

TYPE:

float in [0.5, 6], default 1.0

use_filter_brushes_by_tool

Only show brushes applicable for the currently active tool in the asset shelf. Stored in the Preferences, which may have to be saved manually i Auto-Save Preferences is disabled

TYPE:

boolean, default False

use_fresnel_edit

Enable a fresnel effect on edit mesh overlays. It improves shape readability of very dense meshes, but increases eye fatigue when modeling lower poly

TYPE:

boolean, default False

use_mouse_over_open

Open menu buttons and pulldowns automatically when the mouse is hovering

TYPE:

boolean, default False

use_save_prompt

Ask for confirmation when quitting with unsaved changes

TYPE:

boolean, default True

use_text_antialiasing

Smooth jagged edges of user interface text

TYPE:

boolean, default True

use_text_render_subpixelaa

Render text for optimal horizontal placement

TYPE:

boolean, default False

use_translate_interface

Translate all labels in menus, buttons and panels (note that this might make it hard to follow tutorials or the manual)

TYPE:

boolean, default True

use_translate_new_dataname

Translate the names of new data-blocks (objects, materials…)

TYPE:

boolean, default True

use_translate_reports

Translate additional information, such as error messages

TYPE:

boolean, default True

use_translate_tooltips

Translate the descriptions when hovering UI elements (recommended)

TYPE:

boolean, default True

use_weight_color_range

Enable color range used for weight visualization in weight painting mode

TYPE:

boolean, default False

view2d_grid_spacing_min

Minimum number of pixels between each gridline in 2D Viewports

TYPE:

int in [1, 500], default 45

view_frame_keyframes

Keyframes around cursor that we zoom around

TYPE:

int in [1, 500], default 0

view_frame_seconds

Seconds around cursor that we zoom around

TYPE:

TYPE:
float in [0, 10000], default 0.0

view_frame_type
How zooming to frame focuses around current frame

TYPE:
enum in ['KEEP_RANGE', 'SECONDS', 'KEYFRAMES'], default 'KEEP_RANGE'

weight_color_range
Color range used for weight visualization in weight painting mode

TYPE:
`ColorRamp`, (readonly, never None)

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

- `Preferences.view`