Skip to content

View2D Operators

bpy.ops.view2d.**edge_pan(*, inside_padding=1.0, outside_padding=0.0, speed_ramp=1.0, max_speed=500.0, delay=1.0, zoom_influence=0.0)**

Pan the view when the mouse is held at an edge

PARAMETERS:

- **inside_padding** (*float in [0, 100], (optional)*) – Inside Padding, Inside distance in UI units from the edge of the region within which to start panning
- **outside_padding** (*float in [0, 100], (optional)*) – Outside Padding, Outside distance in UI units from the edge of the region at which to stop panning
- **speed_ramp** (*float in [0, 100], (optional)*) – Speed Ramp, Width of the zone in UI units where speed increases with distance from the edg
- **max_speed** (*float in [0, 10000], (optional)*) – Max Speed, Maximum speed in UI units per second
- **delay** (*float in [0, 10], (optional)*) – Delay, Delay in seconds before maximum speed is reached
- **zoom_influence** (*float in [0, 1], (optional)*) – Zoom Influence, Influence of the zoom factor on scroll speed

bpy.ops.view2d.**ndof()**

Use a 3D mouse device to pan/zoom the view

bpy.ops.view2d.**pan(*, deltax=0, deltay=0)**

Pan the view

PARAMETERS:

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y

bpy.ops.view2d.**reset()**

Reset the view

bpy.ops.view2d.**scroll_down(*, deltax=0, deltay=0, page=False)**

Scroll the view down

PARAMETERS:

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y
- **page** (*boolean, (optional)*) – Page, Scroll down one page

bpy.ops.view2d.**scroll_left(*, deltax=0, deltay=0)**

Scroll the view left

PARAMETERS:

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y

bpy.ops.view2d.**scroll_right(*, deltax=0, deltay=0)**

Scroll the view right

PARAMETERS:

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y

bpy.ops.view2d.**scroll_up(*, deltax=0, deltay=0, page=False)**

Scroll the view up

PARAMETERS:

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y
- **page** (*boolean, (optional)*) – Page, Scroll up one page

bpy.ops.view2d.**scroller_activate()**

Scroll view by mouse click and drag

bpy.ops.view2d.**smoothview(*, xmin=0, xmax=0, ymin=0, ymax=0, wait_for_input=True)**

Undocumented, consider contributing.

PARAMETERS:

- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **wait_for_input** (*boolean, (optional)*) – Wait for Input

bpy.ops.view2d.**zoom(*, deltax=0.0, deltay=0.0, use_cursor_init=True)**

Zoom in/out the view

PARAMETERS:

- **deltax** (*float in [-inf, inf], (optional)*) – Delta X
- **deltay** (*float in [-inf, inf], (optional)*) – Delta Y
- **use_cursor_init** (*boolean, (optional)*) – Use Mouse Position, Allow the initial mouse position to be used

bpy.ops.view2d.**zoom_border(*, xmin=0, xmax=0, ymin=0, ymax=0, wait_for_input=True, zoom_out=False)**

Zoom in the view to the nearest item contained in the border

PARAMETERS:

- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **wait_for_input** (*boolean, (optional)*) – Wait for Input
- **zoom_out** (*boolean, (optional)*) – Zoom Out

bpy.ops.view2d.**zoom_in(*, zoomfacx=0.0, zoomfacy=0.0)**

Zoom in the view

PARAMETERS:

- **zoomfacx** (*float in [-inf, inf], (optional)*) – Zoom Factor X
- **zoomfacy** (*float in [-inf, inf], (optional)*) – Zoom Factor Y

bpy.ops.view2d.**zoom_out(*, zoomfacx=0.0, zoomfacy=0.0)**

Zoom out the view

PARAMETERS:

- **zoomfacx** (*float in [-inf, inf], (optional)*) – Zoom Factor X
- **zoomfacy** (*float in [-inf, inf], (optional)*) – Zoom Factor Y