

[Skip to content](#)

Stereo3dDisplay(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.Stereo3dDisplay(bpy_struct)

Settings for stereo 3D display

anaglyph_type

TYPE:

enum in [Stereo3D Anaglyph Type Items](#), default 'RED_CYAN'

display_mode

TYPE:

enum in [Stereo3D Display Items](#), default 'ANAGLYPH'

interlace_type

TYPE:

enum in [Stereo3D Interlace Type Items](#), default 'ROW_INTERLEAVED'

use_interlace_swap

Swap left and right stereo channels

TYPE:

boolean, default False

use_sidebyside_crosseyed

Right eye should see left image and vice versa

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

- `Window.stereo_3d_display`