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View2D(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.View2D(bpy_struct)

Scroll and zoom for a 2D region

region_to_view(x, y)

Transform region coordinates to 2D view

PARAMETERS:

- **x** (*float in $[-inf, inf]$*) – x, Region x coordinate
- **y** (*float in $[-inf, inf]$*) – y, Region y coordinate

RETURNS:

Result, View coordinates

RETURN TYPE:

float array of 2 items in $[-inf, inf]$

view_to_region(x, y, *, clip=True)

Transform 2D view coordinates to region

PARAMETERS:

- **x** (*float in $[-inf, inf]$*) – x, 2D View x coordinate
- **y** (*float in $[-inf, inf]$*) – y, 2D View y coordinate
- **clip** (*boolean, (optional)*) – Clip, Clip coordinates to the visible region

RETURNS:

Result, Region coordinates

RETURN TYPE:

int array of 2 items in $[-inf, inf]$

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

- `Region.view2d`