

Screen Operators

`bpy.ops.screen.actionzone(*, modifier=0)`

Handle area action zones for mouse actions/gestures

PARAMETERS:

modifier (*int in [0, 2], (optional)*) – Modifier, Modifier state

`bpy.ops.screen.animation_cancel(*, restore_frame=True)`

Cancel animation, returning to the original frame

PARAMETERS:

restore_frame (*boolean, (optional)*) – Restore Frame, Restore the frame when animation was initialized

`bpy.ops.screen.animation_play(*, reverse=False, sync=False)`

Play animation

PARAMETERS:

- **reverse** (*boolean, (optional)*) – Play in Reverse, Animation is played backwards
- **sync** (*boolean, (optional)*) – Sync, Drop frames to maintain framerate

`bpy.ops.screen.animation_step()`

Step through animation by position

`bpy.ops.screen.area_close()`

Close selected area

`bpy.ops.screen.area_dupli()`

Duplicate selected area into new window

`bpy.ops.screen.area_join(*, source_xy=(0, 0), target_xy=(0, 0))`

Join selected areas into new window

PARAMETERS:

- **source_xy** (*int array of 2 items in [-inf, inf], (optional)*) – Source location
- **target_xy** (*int array of 2 items in [-inf, inf], (optional)*) – Target location

`bpy.ops.screen.area_move(*, x=0, y=0, delta=0)`

Move selected area edges

PARAMETERS:

- **x** (*int in [-inf, inf], (optional)*) – X
- **y** (*int in [-inf, inf], (optional)*) – Y
- **delta** (*int in [-inf, inf], (optional)*) – Delta

`bpy.ops.screen.area_options()`

Operations for splitting and merging

`bpy.ops.screen.area_split(*, direction='HORIZONTAL', factor=0.5, cursor=(0, 0))`

Split selected area into new windows

PARAMETERS:

- **direction** (*enum in ['HORIZONTAL', 'VERTICAL'], (optional)*) – Direction
- **factor** (*float in [0, 1], (optional)*) – Factor

- **cursor** (*int array of 2 items in [-inf, inf], (optional)*) – Cursor

`bpy.ops.screen.area_swap(*, cursor=(0, 0))`

Swap selected areas screen positions

PARAMETERS:

cursor (*int array of 2 items in [-inf, inf], (optional)*) – Cursor

`bpy.ops.screen.back_to_previous()`

Revert back to the original screen layout, before fullscreen area overlay

`bpy.ops.screen.delete()`

Delete active screen

`bpy.ops.screen.drivers_editor_show()`

Show drivers editor in a separate window

`bpy.ops.screen.frame_jump(*, end=False)`

Jump to first/last frame in frame range

PARAMETERS:

end (*boolean, (optional)*) – Last Frame, Jump to the last frame of the frame range

`bpy.ops.screen.frame_offset(*, delta=0)`

Move current frame forward/backward by a given number

PARAMETERS:

delta (*int in [-inf, inf], (optional)*) – Delta

`bpy.ops.screen.header_toggle_menus()`

Expand or collapse the header pulldown menus

`bpy.ops.screen.info_log_show()`

Show info log in a separate window

`bpy.ops.screen.keyframe_jump(*, next=True)`

Jump to previous/next keyframe

PARAMETERS:

next (*boolean, (optional)*) – Next Keyframe

`bpy.ops.screen.marker_jump(*, next=True)`

Jump to previous/next marker

PARAMETERS:

next (*boolean, (optional)*) – Next Marker

`bpy.ops.screen.new()`

Add a new screen

`bpy.ops.screen.redo_last()`

Display parameters for last action performed

`bpy.ops.screen.region_blend()`

Blend in and out overlapping region

`bpy.ops.screen.region_context_menu()`

blender.bpy.ops.screen

Display region context menu

`bpy.ops.screen.region_flip()`

Toggle the region's alignment (left/right or top/bottom)

`bpy.ops.screen.region_quadview()`

Split selected area into camera, front, right, and top views

`bpy.ops.screen.region_scale()`

Scale selected area

`bpy.ops.screen.region_toggle(*, region_type='WINDOW')`

Hide or unhide the region

PARAMETERS:

region_type (enum in [Region Type Items](#), (optional)) – Region Type, Type of the region to toggle

`bpy.ops.screen.repeat_history(*, index=0)`

Display menu for previous actions performed

PARAMETERS:

index (*int in [0, inf], (optional)*) – Index

`bpy.ops.screen.repeat_last()`

Repeat last action

`bpy.ops.screen.screen_full_area(*, use_hide_panels=False)`

Toggle display selected area as fullscreen/maximized

PARAMETERS:

use_hide_panels (*boolean, (optional)*) – Hide Panels, Hide all the panels

`bpy.ops.screen.screen_set(*, delta=1)`

Cycle through available screens

PARAMETERS:

delta (*int in [-1, 1], (optional)*) – Delta

`bpy.ops.screen.screenshot(*, filepath="", hide_props_region=True, check_existing=True, filter_blender=False, filter_backup=False, filter_image=True, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, show_multiview=False, use_multiview=False, display_type='DEFAULT', sort_method="")`

Capture a picture of the whole Blender window

PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **hide_props_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_backup** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter Python files
- **filter_font** (*boolean, (optional)*) – Filter font files

- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_archive** (*boolean, (optional)*) – Filter archive files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter_usd** (*boolean, (optional)*) – Filter USD files
- **filter_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **show_multiview** (*boolean, (optional)*) – Enable Multi-View
- **use_multiview** (*boolean, (optional)*) – Use Multi-View
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type
 - **DEFAULT** Default – Automatically determine display type for files.
 - **LIST_VERTICAL** Short List – Display files as short list.
 - **LIST_HORIZONTAL** Long List – Display files as a detailed list.
 - **THUMBNAIL** Thumbnails – Display files as thumbnails.
- **sort_method** (*enum in [], (optional)*) – File sorting mode

```
bpy.ops.screen.screenshot_area(*, filepath="", hide_props_region=True, check_existing=True, filter_blender=False, filter_backup=False,
filter_image=True, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False,
filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False,
filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, show_multiview=False, use_multiview=False,
display_type='DEFAULT', sort_method="")
```

Capture a picture of an editor

PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **hide_props_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_backup** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter Python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_archive** (*boolean, (optional)*) – Filter archive files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter_usd** (*boolean, (optional)*) – Filter USD files
- **filter_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter_folder** (*boolean, (optional)*) – Filter folders

- **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **show_multiview** (*boolean, (optional)*) – Enable Multi-View
- **use_multiview** (*boolean, (optional)*) – Use Multi-View
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type
 - **DEFAULT** Default – Automatically determine display type for files.
 - **LIST_VERTICAL** Short List – Display files as short list.
 - **LIST_HORIZONTAL** Long List – Display files as a detailed list.
 - **THUMBNAIL** Thumbnails – Display files as thumbnails.
- **sort_method** (*enum in [], (optional)*) – File sorting mode

`bpy.ops.screen.space_context_cycle(*, direction='NEXT')`

Cycle through the editor context by activating the next/previous one

PARAMETERS:

direction (*enum in ['PREV', 'NEXT'], (optional)*) – Direction, Direction to cycle through

`bpy.ops.screen.space_type_set_or_cycle(*, space_type='EMPTY')`

Set the space type or cycle subtype

PARAMETERS:

space_type (*enum in [Space Type Items](#), (optional)*) – Type

`bpy.ops.screen.spacedata_cleanup()`

Remove unused settings for invisible editors

`bpy.ops.screen.userpref_show(*, section='INTERFACE')`

Edit user preferences and system settings

PARAMETERS:

section (*enum in [Preference Section Items](#), (optional)*) – Section to activate in the Preferences

`bpy.ops.screen.workspace_cycle(*, direction='NEXT')`

Cycle through workspaces

PARAMETERS:

direction (*enum in ['PREV', 'NEXT'], (optional)*) – Direction, Direction to cycle through