DisplaySafeAreas(bpy_struct)

base class — `bpy_struct`

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

> Safe areas used in 3D view and the sequencer
>
> > **action**
> >
> > > Safe area for general elements
> > >
> > > **TYPE:**
> > >
> > > > `mathutils.Vector` of 2 items in [0, 1], default (0.035, 0.035)
> >
> > **action_center**
> >
> > > Safe area for general elements in a different aspect ratio
> > >
> > > **TYPE:**
> > >
> > > > `mathutils.Vector` of 2 items in [0, 1], default (0.15, 0.05)
> >
> > **title**
> >
> > > Safe area for text and graphics
> > >
> > > **TYPE:**
> > >
> > > > `mathutils.Vector` of 2 items in [0, 1], default (0.1, 0.05)
> >
> > **title_center**
> >
> > > Safe area for text and graphics in a different aspect ratio
> > >
> > > **TYPE:**
> > >
> > > > `mathutils.Vector` of 2 items in [0, 1], default (0.175, 0.05)
> >
> > **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

- Scene.safe_areas

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