SpaceImageEditor(Space)

base classes — bpy_struct, Space

class bpy.types.**SpaceImageEditor(Space)**

Image and UV editor space data

blend_factor

Overlay blending factor of rasterized mask

TYPE:

float in [0, 1], default 0.0

cursor_location

2D cursor location for this view

TYPE:

mathutils.Vector of 2 items in [-inf, inf], default (0.0, 0.0)

display_channels

Channels of the image to display

- COLOR_ALPHA Color & Alpha – Display image with RGB colors and alpha transparency.
- COLOR Color – Display image with RGB colors.
- ALPHA Alpha – Display alpha transparency channel.
- Z_BUFFER Z-Buffer – Display Z-buffer associated with image (mapped from camera clip start to end).
- RED Red.
- GREEN Green.
- BLUE Blue.

TYPE:

enum in ['COLOR_ALPHA', 'COLOR', 'ALPHA', 'Z_BUFFER', 'RED', 'GREEN', 'BLUE'], default 'COLOR'

grease_pencil

Grease Pencil data for this space

TYPE:

GreasePencil

image

Image displayed and edited in this space

TYPE:

Image

image_user

Parameters defining which layer, pass and frame of the image is displayed

TYPE:

ImageUser, (readonly, never None)

mask

Mask displayed and edited in this space

TYPE:

Mask

mask_display_type

Display type for mask splines

- OUTLINE Outline – Display white edges with black outline.
- DASH Dash – Display dashed black-white edges.
- BLACK Black – Display black edges.
- WHITE White – Display white edges.

TYPE:

enum in ['OUTLINE', 'DASH', 'BLACK', 'WHITE'], default 'OUTLINE'

mask_overlay_mode

Overlay mode of rasterized mask

- ALPHACHANNEL Alpha Channel – Show alpha channel of the mask.
- COMBINED Combined – Combine space background image with the mask.

TYPE:

enum in ['ALPHACHANNEL', 'COMBINED'], default 'ALPHACHANNEL'

mode

Editing context being displayed

TYPE:

enum in Space Image Mode All Items, default 'VIEW'

overlay

Settings for display of overlays in the UV/Image editor

TYPE:

SpaceImageOverlay, (readonly, never None)

pivot_point

Rotation/Scaling Pivot

- BOUNDING_BOX_CENTER Bounding Box Center – Pivot around bounding box center of selected object(s).
- CURSOR 3D Cursor – Pivot around the 3D cursor.
- INDIVIDUAL_ORIGINS Individual Origins – Pivot around each object's own origin.
- MEDIAN_POINT Median Point – Pivot around the median point of selected objects.
- ACTIVE_ELEMENT Active Element – Pivot around active object.

TYPE:

enum in ['BOUNDING_BOX_CENTER', 'CURSOR', 'INDIVIDUAL_ORIGINS', 'MEDIAN_POINT', 'ACTIVE_ELEMENT'], default 'BOUNDING_BOX_CENTER'

sample_histogram

Sampled colors along line

TYPE:

Histogram, (readonly)

scopes

Scopes to visualize image statistics

TYPE:

Scopes, (readonly)

scopes, (readonly)

show_annotation

Show annotations for this view

TYPE:

boolean, default False

show_gizmo

Show gizmos of all types

TYPE:

boolean, default False

show_gizmo_navigate

Viewport navigation gizmo

TYPE:

boolean, default False

show_mask_overlay

TYPE:

boolean, default False

show_mask_spline

TYPE:

boolean, default False

show_maskedit

Show Mask editing related properties

TYPE:

boolean, default False, (readonly)

show_paint

Show paint related properties

TYPE:

boolean, default False, (readonly)

show_region_asset_shelf

TYPE:

boolean, default False

show_region_hud

TYPE:

boolean, default False

show_region_tool_header

TYPE:

boolean, default False

show_region_toolbar

TYPE:

boolean, default False

show_region_ui

show_region_ui

TYPE:

boolean, default False

show_render

Show render related properties

TYPE:

boolean, default False, (readonly)

show_repeat

Display the image repeated outside of the main view

TYPE:

boolean, default False

show_stereo_3d

Display the image in Stereo 3D

TYPE:

boolean, default False

show_uvedit

Show UV editing related properties

TYPE:

boolean, default False, (readonly)

ui_mode

Editing context being displayed

- `VIEW` View – View the image.
- `PAINT` Paint – 2D image painting mode.
- `MASK` Mask – Mask editing.

TYPE:

enum in ['VIEW', 'PAINT', 'MASK'], default 'VIEW'

use_image_pin

Display current image regardless of object selection

TYPE:

boolean, default False

use_realtime_update

Update other affected window spaces automatically to reflect changes during interactive operations such as transform

TYPE:

boolean, default False

uv_editor

UV editor settings

TYPE:

`SpaceUVEditor`, (readonly, never None)

zoom

Zoom factor

TYPE:

float array of 2 items in [-inf, inf], default (0.0, 0.0), (readonly)

zoom_percentage

Zoom percentage

TYPE:

float in [0.4, 80000], default 100.0

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

classmethod draw_handler_add(callback, args, region_type, draw_type)

Add a new draw handler to this space type. It will be called every time the specified region in the space type will be drawn. Note: All argumer are positional only for now.

PARAMETERS:

- **callback** (*Callable[[Any, ...], Any]*) – A function that will be called when the region is drawn. It gets the specified arguments as input, it's return value is ignored.
- **args** (*tuple[Any, ...]*) – Arguments that will be passed to the callback.
- **region_type** (*str*) – The region type the callback draws in; usually `WINDOW`. (`bpy.types.Region.type`)
- **draw_type** (*str*) – Usually `POST_PIXEL` for 2D drawing and `POST_VIEW` for 3D drawing. In some cases `PRE_VIEW` can be used. `BACKDROP` can be used for backdrops in the node editor.

RETURNS:

Handler that can be removed later on.

RETURN TYPE:

object

classmethod draw_handler_remove(handler, region_type)

Remove a draw handler that was added previously.

PARAMETERS:

- **handler** (*object*) – The draw handler that should be removed.
- **region_type** (*str*) – Region type the callback was added to.

Inherited Properties

- bpy_struct.id_data
- Space.type
- Space.show_locked_time
- Space.show_region_header

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
- Space.bl_rna_get_subclass
- Space.bl_rna_get_subclass_py
- Space.draw_handler_add
- Space.draw_handler_remove