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UnitSettings(bpy_struct)

base class — `bpy_struct`

class bpy.types.UnitSettings(bpy_struct)

length_unit

Unit that will be used to display length values

TYPE:

enum in ['DEFAULT'], default 'DEFAULT'

mass_unit

Unit that will be used to display mass values

TYPE:

enum in ['DEFAULT'], default 'DEFAULT'

scale_length

Scale to use when converting between Blender units and dimensions. When working at microscopic or astronomical scale, a small or large unit scale respectively can be used to avoid numerical precision problems

TYPE:

float in [1e-09, inf], default 0.0

system

The unit system to use for user interface controls

TYPE:

enum in ['NONE', 'METRIC', 'IMPERIAL'], default 'NONE'

system_rotation

Unit to use for displaying/editing rotation values

- `DEGREES` Degrees – Use degrees for measuring angles and rotations.
- `RADIANS` Radians.

TYPE:

enum in ['DEGREES', 'RADIANS'], default 'DEGREES'

temperature_unit

Unit that will be used to display temperature values

TYPE:

enum in ['DEFAULT'], default 'DEFAULT'

time_unit

Unit that will be used to display time values

TYPE:

enum in ['DEFAULT'], default 'DEFAULT'

use_separate

Display units in pairs (e.g. 1m 0cm)

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

- `Scene.unit_settings`