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Region(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.Region(bpy_struct)

Region in a subdivided screen area

active_panel_category

The current active panel category, may be Null if the region does not support this feature (NOTE: these categories are generated at runtime, so list may be empty at initialization, before any drawing took place)

- `UNSUPPORTED` Not Supported – This region does not support panel categories.

TYPE:

enum in ['UNSUPPORTED'], default 'UNSUPPORTED'

alignment

Alignment of the region within the area

- `NONE` None – Don't use any fixed alignment, fill available space.
- `TOP` Top.
- `BOTTOM` Bottom.
- `LEFT` Left.
- `RIGHT` Right.
- `HORIZONTAL_SPLIT` Horizontal Split.
- `VERTICAL_SPLIT` Vertical Split.
- `FLOAT` Float – Region floats on screen, doesn't use any fixed alignment.
- `QUAD_SPLIT` Quad Split – Region is split horizontally and vertically.

TYPE:

enum in ['NONE', 'TOP', 'BOTTOM', 'LEFT', 'RIGHT', 'HORIZONTAL_SPLIT', 'VERTICAL_SPLIT', 'FLOAT', 'QUAD_SPLIT'], default 'NONE', (readonly)

data

Region specific data (the type depends on the region type)

TYPE:

[AnyType](#), (readonly)

height

Region height

TYPE:

int in [0, 32767], default 0, (readonly)

type

Type of this region

TYPE:

enum in [Region Type Items](#), default 'WINDOW', (readonly)

view2d

2D view of the region

TYPE:

`View2D`, (readonly, never None)

width

Region width

TYPE:

int in [0, 32767], default 0, (readonly)

x

The window relative vertical location of the region

TYPE:

int in [-inf, inf], default 0, (readonly)

y

The window relative horizontal location of the region

TYPE:

int in [-inf, inf], default 0, (readonly)

tag_redraw()

tag_redraw

tag_refresh_ui()

tag_refresh_ui

classmethod bl_ma_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_ma_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.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`

- `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.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

- `Area.regions`
- `Context.region`
- `Context.region_popup`

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