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RegionView3D(bpy_struct)

base class — `bpy_struct`

class bpy.types.**RegionView3D(bpy_struct)**

3D View region data

clip_planes

TYPE:

float multi-dimensional array of 6 * 4 items in [-inf, inf], default ((0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0))

is_orthographic_side_view

Whether the current view is aligned to an axis (does not check whether the view is orthographic, use “is_perspective” for that). Setting this wil rotate the view to the closest axis

TYPE:

boolean, default False

is_perspective

TYPE:

boolean, default False

lock_rotation

Lock view rotation of side views to Top/Front/Right

TYPE:

boolean, default False

perspective_matrix

Current perspective matrix (`window_matrix * view_matrix`)

TYPE:

`mathutils.Matrix` of 4 * 4 items in [-inf, inf], default ((0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0 0.0)), (readonly)

show_sync_view

Sync view position between side views

TYPE:

boolean, default False

use_box_clip

Clip view contents based on what is visible in other side views

TYPE:

boolean, default False

use_clip_planes

TYPE:

boolean, default False

view_camera_offset

View shift in camera view

TYPE:

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

view_camera_zoom

Zoom factor in camera view

TYPE:

float in [-30, 600], default 0.0

view_distance

Distance to the view location

TYPE:

float in [0, inf], default 0.0

view_location

View pivot location

TYPE:

`mathutils.Vector` of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

view_matrix

Current view matrix

TYPE:

`mathutils.Matrix` of 4 * 4 items in [-inf, inf], default ((0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0 0.0))

view_perspective

View Perspective

TYPE:

enum in ['PERSP', 'ORTHO', 'CAMERA'], default 'ORTHO'

view_rotation

Rotation in quaternions (keep normalized)

TYPE:

`mathutils.Quaternion` rotation of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

window_matrix

Current window matrix

TYPE:

`mathutils.Matrix` of 4 * 4 items in [-inf, inf], default ((0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0 0.0)), (readonly)

update()

Recalculate the view matrices

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

- `Context.region_data`
- `SpaceView3D.region_3d`
- `SpaceView3D.region_quadviews`