Area(bpy_struct)

base class — `bpy_struct`

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

Area in a subdivided screen, containing an editor

height

Area height

TYPE:

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

regions

Regions this area is subdivided in

TYPE:

`bpy_prop_collection` of `Region`, (readonly)

show_menus

Show menus in the header

TYPE:

boolean, default False

spaces

Spaces contained in this area, the first being the active space (NOTE: Useful for example to restore a previously used 3D view space in a certain area to get the old view orientation)

TYPE:

`AreaSpaces bpy_prop_collection` of `Space`, (readonly)

type

Current editor type for this area

TYPE:

enum in Space Type Items, default 'VIEW_3D'

ui_type

Current editor type for this area

TYPE:

enum in [], default ''

width

Area width

TYPE:

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

x

The window relative vertical location of the area

TYPE:

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

y

The window relative horizontal location of the area

TYPE:

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

tag_redraw()

tag_redraw

header_text_set(text)

Set the header status text

PARAMETERS:

text (*string*) – Text, New string for the header, None clears the text

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.area` - `Screen.areas`

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