VolumeDisplay(bpy_struct)

base class — bpy_struct

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

Volume object display settings for 3D viewport

density

Thickness of volume display in the viewport

TYPE:

float in [1e-05, inf], default 0.0

interpolation_method

Interpolation method to use for volumes in solid mode

- LINEAR Linear – Good smoothness and speed.
- CUBIC Cubic – Smoothed high quality interpolation, but slower.
- CLOSEST Closest – No interpolation.

TYPE:

enum in [‘LINEAR’, ‘CUBIC’, ‘CLOSEST’], default ‘LINEAR’

slice_axis

- AUTO Auto – Adjust slice direction according to the view direction.
- X X – Slice along the X axis.
- Y Y – Slice along the Y axis.
- Z Z – Slice along the Z axis.

TYPE:

enum in [‘AUTO’, ‘X’, ‘Y’, ‘Z’], default ‘AUTO’

slice_depth

Position of the slice

TYPE:

float in [0, 1], default 0.0

use_slice

Perform a single slice of the domain object

TYPE:

boolean, default False

wireframe_detail

Amount of detail for wireframe display

- COARSE Coarse – Display one box or point for each intermediate tree node.
- FINE Fine – Display box for each leaf node containing 8×8 voxels.

TYPE:

enum in [‘COARSE’, ‘FINE’], default ‘COARSE’

wireframe_type

Type of wireframe display

- `NONE` None – Don't display volume in wireframe mode.
- `BOUNDS` Bounds – Display single bounding box for the entire grid.
- `BOXES` Boxes – Display bounding boxes for nodes in the volume tree.
- `POINTS` Points – Display points for nodes in the volume tree.

TYPE:
enum in ['NONE', 'BOUNDS', 'BOXES', 'POINTS'], default 'NONE'

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

- `Volume.display`