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Screen(ID)

base classes — `bpy_struct`, `ID`

class bpy.types.Screen(ID)

Screen data-block, defining the layout of areas in a window

areas

Areas the screen is subdivided into

TYPE:

`bpy_prop_collection` of `Area`, (readonly)

is_animation_playing

Animation playback is active

TYPE:

boolean, default False, (readonly)

is_scrubbing

True when the user is scrubbing through time

TYPE:

boolean, default False, (readonly)

is_temporary

TYPE:

boolean, default False, (readonly)

show_fullscreen

An area is maximized, filling this screen

TYPE:

boolean, default False, (readonly)

show_statusbar

Show status bar

TYPE:

boolean, default False

use_follow

Follow current frame in editors

TYPE:

boolean, default False

use_play_3d_editors

TYPE:

boolean, default False

use_play_animation_editors

TYPE:

boolean, default False

use_play_clip_editors

TYPE:

boolean, default False

use_play_image_editors

TYPE:

boolean, default False

use_play_node_editors

TYPE:

boolean, default False

use_play_properties_editors

TYPE:

boolean, default False

use_play_sequence_editors

TYPE:

boolean, default False

use_play_spreadsheet_editors

TYPE:

boolean, default False

use_play_top_left_3d_editor

TYPE:

boolean, default False

statusbar_info()

statusbar_info

RETURNS:

Status Bar Info

RETURN TYPE:

string (never None)

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`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `ID.asset_data`
- `ID.override_library`
- `ID.preview`

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`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`
- `ID.user_of_id`
- `ID.animation_data_create`
- `ID.animation_data_clear`
- `ID.update_tag`
- `ID.preview_ensure`
- `ID.bl_rna_get_subclass`
- `ID.bl_rna_get_subclass_py`

References

- `BlendData.screens`
- `Window.screen`
- `Context.screen`
- `Workspace.screens`

