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# WorkspaceTool(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.**WorkspaceTool**(bpy\_struct)

## brush\_type

If the tool uses brushes and is limited to a specific brush type, the identifier of the brush type

### TYPE:

enum in ['DEFAULT'], default 'DEFAULT', (readonly)

## has\_datablock

### TYPE:

boolean, default False, (readonly)

## idname

### TYPE:

string, default "", (never None)

## idname\_fallback

### TYPE:

string, default "", (never None)

## index

### TYPE:

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

## mode

### TYPE:

enum in ['DEFAULT'], default 'DEFAULT', (readonly)

## space\_type

### TYPE:

enum in [Space Type Items](#), default 'EMPTY', (readonly)

## use\_brushes

### TYPE:

boolean, default False, (readonly)

## use\_paint\_canvas

Does this tool use a painting canvas

### TYPE:

boolean, default False, (readonly)

## widget

### TYPE:

string, default "", (readonly, never None)

**setup**(idname, \*, cursor='DEFAULT', keymap="", gizmo\_group="", brush\_type="", data\_block="", operator="", index=0, options={}, idname\_fallback="", keymap\_fallback="")

Set the tool settings

#### PARAMETERS:

- **idname** (*string, (never None)*) – Identifier
- **cursor** (enum in [Window Cursor Items](#), (optional)) – cursor
- **keymap** (*string, (optional, never None)*) – Key Map
- **gizmo\_group** (*string, (optional, never None)*) – Gizmo Group
- **brush\_type** (*enum in [], (optional)*) – Brush Type, Limit this tool to a specific type of brush
- **data\_block** (*string, (optional, never None)*) – Data Block
- **operator** (*string, (optional, never None)*) – Operator
- **index** (*int in [-inf, inf], (optional)*) – Index
- **options** (*enum set in {'KEYMAP\_FALLBACK', 'USE\_BRUSHES'}, (optional)*) – Tool Options
  - `KEYMAP_FALLBACK` Fallback.
  - `USE_BRUSHES` Uses Brushes – Allow this tool to use brushes via the asset system.
- **idname\_fallback** (*string, (optional, never None)*) – Fallback Identifier
- **keymap\_fallback** (*string, (optional, never None)*) – Fallback Key Map

#### **operator\_properties(operator)**

`operator_properties`

#### RETURN TYPE:

`OperatorProperties`, (never None)

#### **gizmo\_group\_properties(group)**

`gizmo_group_properties`

#### RETURN TYPE:

`GizmoGroupProperties`, (never None)

#### **refresh\_from\_context()**

`refresh_from_context`

#### **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

- `Workspace.tools`
- `wmTools.from_space_image_mode`
- `wmTools.from_space_node`
- `wmTools.from_space_sequencer`
- `wmTools.from_space_view3d_mode`