

[Skip to content](#)

# SpaceFileBrowser(Space)

base classes — [bpy\\_struct](#), [Space](#)

**class** bpy.types.SpaceFileBrowser(Space)

File browser space data

**active\_operator**

**TYPE:**

[Operator](#), (readonly)

**bookmarks**

User's bookmarks

**TYPE:**

[bpy\\_prop\\_collection](#) of [FileBrowserFSMenuEntry](#)

**bookmarks\_active**

Index of active bookmark (-1 if none)

**TYPE:**

int in [-32768, 32767], default -1

**browse\_mode**

Type of the File Editor view (regular file browsing or asset browsing)

**TYPE:**

enum in [Space File Browse Mode Items](#), default 'FILES'

**operator**

**TYPE:**

[Operator](#), (readonly)

**params**

Parameters and Settings for the Filebrowser

**TYPE:**

[FileSelectParams](#), (readonly)

**recent\_folders**

**TYPE:**

[bpy\\_prop\\_collection](#) of [FileBrowserFSMenuEntry](#)

**recent\_folders\_active**

Index of active recent folder (-1 if none)

**TYPE:**

int in [-32768, 32767], default -1

**show\_region\_tool\_props**

**TYPE:**

boolean, default False

**show\_region\_toolbar**

**TYPE:**

**FILE:**

boolean, default False

## **show\_region\_ui**

### **TYPE:**

boolean, default False

## **system\_bookmarks**

System's bookmarks

### **TYPE:**

`bpy_prop_collection` of `FileBrowserFSMenuEntry`, (readonly)

## **system\_bookmarks\_active**

Index of active system bookmark (-1 if none)

### **TYPE:**

int in [-32768, 32767], default -1

## **system\_folders**

System's folders (usually root, available hard drives, etc)

### **TYPE:**

`bpy_prop_collection` of `FileBrowserFSMenuEntry`, (readonly)

## **system\_folders\_active**

Index of active system folder (-1 if none)

### **TYPE:**

int in [-32768, 32767], default -1

## **activate\_asset\_by\_id(id\_to\_activate, \*, deferred=False)**

Activate and select the asset entry that represents the given ID

### **PARAMETERS:**

- **id\_to\_activate** (`ID`) – id\_to\_activate
- **deferred** (*boolean, (optional)*) – Whether to activate the ID immediately (false) or after the file browser refreshes (true)

## **activate\_file\_by\_relative\_path(\*, relative\_path="")**

Set active file and add to selection based on relative path to current File Browser directory

### **PARAMETERS:**

**relative\_path** (*string, (optional, never None)*) – relative\_path

## **deselect\_all()**

Deselect all files

## **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

**classmethod draw\_handler\_add(callback, args, region\_type, draw\_type)**

Add a new draw handler to this space type. It will be called every time the specified region in the space type will be drawn. Note: All arguments are positional only for now.

**PARAMETERS:**

- **callback** (*Callable*[[*Any*, ...], *Any*]) – A function that will be called when the region is drawn. It gets the specified arguments as input, its return value is ignored.
- **args** (*tuple*[*Any*, ...]) – Arguments that will be passed to the callback.
- **region\_type** (*str*) – The region type the callback draws in; usually `WINDOW`. (`bpy.types.Region.type`)
- **draw\_type** (*str*) – Usually `POST_PIXEL` for 2D drawing and `POST_VIEW` for 3D drawing. In some cases `PRE_VIEW` can be used. `BACKDROP` can be used for backdrops in the node editor.

**RETURNS:**

Handler that can be removed later on.

**RETURN TYPE:**

object

**classmethod draw\_handler\_remove(handler, region\_type)**

Remove a draw handler that was added previously.

**PARAMETERS:**

- **handler** (*object*) – The draw handler that should be removed.
- **region\_type** (*str*) – Region type the callback was added to.

## Inherited Properties

- `bpy_struct.id_data`
- `Space.show_locked_time`
- `Space.type`
- `Space.show_region_header`

## Inherited Functions

- |   |  |
|---|--|
| • <code>bpy_struct.as_pointer</code>                      | • <code>bpy_struct.keyframe_insert</code>                  |
| • <code>bpy_struct.driver_add</code>                      | • <code>bpy_struct.keys</code>                             |
| • <code>bpy_struct.driver_remove</code>                   | • <code>bpy_struct.path_from_id</code>                     |
| • <code>bpy_struct.get</code>                             | • <code>bpy_struct.path_resolve</code>                     |
| • <code>bpy_struct.id_properties_clear</code>             | • <code>bpy_struct.pop</code>                              |
| • <code>bpy_struct.id_properties_ensure</code>            | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.id_properties_ui</code>                | • <code>bpy_struct.property_unset</code>                   |
| • <code>bpy_struct.is_property_hidden</code>              | • <code>bpy_struct.type_recast</code>                      |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.values</code>                           |
| • <code>bpy_struct.is_property_readonly</code>            | • <code>Space.bl_rna_get_subclass</code>                   |
| • <code>bpy_struct.is_property_set</code>                 | • <code>Space.bl_rna_get_subclass_py</code>                |
| • <code>bpy_struct.items</code>                           | • <code>Space.draw_handler_add</code>                      |

`bpy_struct.remove`

- `bpy_struct.keyframe_delete`

`space.draw_handler_add`

- `Space.draw_handler_remove`