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WorkSpace(ID)

base classes — [bpy_struct](#), [ID](#)

class bpy.types.**WorkSpace(ID)**

Workspace data-block, defining the working environment for the user

active_addon

Active Add-on in the Workspace Add-ons filter

TYPE:

int in [-inf, inf], default 0

asset_library_reference

Active asset library to show in the UI, not used by the Asset Browser (which has its own active asset library)

- `ALL` All Libraries – Show assets from all of the listed asset libraries.
- `LOCAL` Current File – Show the assets currently available in this Blender session.
- `ESSENTIALS` Essentials – Show the basic building blocks and utilities coming with Blender.
- `CUSTOM` Custom – Show assets from the asset libraries configured in the Preferences.

TYPE:

enum in ['ALL', 'LOCAL', 'ESSENTIALS', 'CUSTOM'], default 'ALL'

object_mode

Switch to this object mode when activating the workspace

TYPE:

enum in [Workspace Object Mode Items](#), default 'OBJECT'

owner_ids

TYPE:

`wmOwnerIDs` [bpy_prop_collection](#) of `wmOwnerID`, (readonly)

screens

Screen layouts of a workspace

TYPE:

[bpy_prop_collection](#) of [Screen](#), (readonly)

tools

TYPE:

`wmTools` [bpy_prop_collection](#) of [WorkSpaceTool](#), (readonly)

use_filter_by_owner

Filter the UI by tags

TYPE:

boolean, default False

use_pin_scene

Remember the last used scene for the workspace and switch to it whenever this workspace is activated again

TYPE:

boolean, default False

classmethod status_text_set_internal(text)

Set the status bar text, typically key shortcuts for modal operators

PARAMETERS:

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

status_text_set(text)

Set the status text or None to clear, When text is a function, this will be called with the (header, context) arguments.

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`
- `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.type_recast`
- `bpy_struct.values`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`

- 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
- 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.workspaces](#)
- [Window.workspace](#)
- [Context.workspace](#)