Status Bar

The Status Bar is located at the bottom of the Blender window and displays contextual information such as keyboard shortcuts, messages, and statistical information. The Status Bar can be hidden by disabling *Show Status Bar* in Window menu or by dragging from the top edge down.

Status Bar.

Keymap Information

The left side of the Status Bar displays mouse button shortcuts and the keymap of the active tool. In editors with a Toolbar, tapping Alt (or Option on macOS) shows the hotkeys to change to a desired tool.

> Tip
>
> This functionality can be disabled with the *Alt Click Tool Prompt* preference in the Keymap Preferences).

Status Messages

The middle of the Status Bar displays information about in-progress operations.
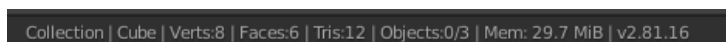

Running Task

Shows the progress of the currently running task (such as rendering or baking). Hovering the mouse pointer over the progress bar will display a tir estimate. The task can be aborted by clicking the cancel button (✖).

Report Message

Informational messages or warnings, such as after saving a file. They disappear after a short time. Click them to show the full message in the Info Editor.

Resource Information

The right side of the Status Bar displays information about the Blender instance. Which information is shown can be chosen by RMB on the Status Bar or in the Preferences.

Scene Statistics

Shows information about the data in the active scene.

- **Collection**: The name of the active Collection.
- **Active Object**: The name of the active selected object.
- **Geometry**: Information about the current scene depending on the mode and object type. This can be the number of vertices, faces, triangles, c bones.
- **Objects**: The number of selected objects and the total count of objects.

Scene Duration

Shows the total amount of time of the playback along with the current frame number and total frame count. The format of the duration text is determined by the Timecode Style.

System Memory

Shows an estimate of Blender's RAM consumption. On a single-instance single-machine scenario, this estimate provides a measurement against th

hardware limit of the machine.

Extensions Updates

Shows the number of extensions with available updates.

Blender Version

Shows the version number of Blender that is currently running.