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# SpaceSpreadsheet(Space)

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

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

Spreadsheet space data

**attribute\_domain**

Attribute domain to display

**TYPE:**

enum in [Attribute Domain Items](#), default 'POINT'

**columns**

Persistent data associated with spreadsheet columns

**TYPE:**

[bpy\\_prop\\_collection](#) of [SpreadsheetColumn](#), (readonly)

**display\_viewer\_path\_collapsed**

**TYPE:**

boolean, default False

**geometry\_component\_type**

Part of the geometry to display data from

**TYPE:**

enum in [Geometry Component Type Items](#), default 'MESH'

**is\_pinned**

Context path is pinned

**TYPE:**

boolean, default False

**object\_eval\_state**

- `EVALUATED` Evaluated – Use data from fully or partially evaluated object.
- `ORIGINAL` Original – Use data from original object without any modifiers applied.
- `VIEWER_NODE` Viewer Node – Use intermediate data from viewer node.

**TYPE:**

enum in ['EVALUATED', 'ORIGINAL', 'VIEWER\_NODE'], default 'EVALUATED'

**row\_filters**

Filters to remove rows from the displayed data

**TYPE:**

[bpy\\_prop\\_collection](#) of [SpreadsheetRowFilter](#), (readonly)

**show\_only\_selected**

Only include rows that correspond to selected elements

**TYPE:**

boolean, default False

**show\_region\_channels**

## **show\_region\_channels**

### **TYPE:**

boolean, default False

## **show\_region\_footer**

### **TYPE:**

boolean, default False

## **show\_region\_toolbar**

### **TYPE:**

boolean, default False

## **show\_region\_ui**

### **TYPE:**

boolean, default False

## **use\_filter**

### **TYPE:**

boolean, default False

## **viewer\_path**

Path to the data that is displayed in the spreadsheet

### **TYPE:**

`ViewerPath`, (readonly)

## **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, it's 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.

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

- `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`
- `Space.bl_rna_get_subclass`
- `Space.bl_rna_get_subclass_py`
- `Space.draw_handler_add`
- `Space.draw_handler_remove`