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# Header(bpy\_struct)

base class — [bpy\\_struct](#)

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

Editor header containing UI elements

**bl\_idname**

If this is set, the header gets a custom ID, otherwise it takes the name of the class used to define the header; for example, if the class name is “OBJECT\_HT\_hello”, and bl\_idname is not set by the script, then bl\_idname = “OBJECT\_HT\_hello”

**TYPE:**

string, default “”, (never None)

**bl\_region\_type**

The region where the header is going to be used in (defaults to header region)

**TYPE:**

enum in [Region Type Items](#), default ‘HEADER’

**bl\_space\_type**

The space where the header is going to be used in

**TYPE:**

enum in [Space Type Items](#), default ‘EMPTY’

**layout**

Structure of the header in the UI

**TYPE:**

[UILayout](#), (readonly)

**draw(context)**

Draw UI elements into the header UI layout

**classmethod** append(draw\_func)

Append a draw function to this menu, takes the same arguments as the menus draw function

**classmethod** is\_extended()

**classmethod** prepend(draw\_func)

Prepend a draw function to this menu, takes the same arguments as the menus draw function

**classmethod** remove(draw\_func)

Remove a draw function that has been added to this menu

**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

## 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`