Skip to content

SpaceOutliner(Space)

base classes — `bpy_struct`, `Space`

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

Outliner space data

display_mode

Type of information to display

- `SCENES` Scenes – Display scenes and their view layers, collections and objects.
- `VIEW_LAYER` View Layer – Display collections and objects in the view layer.
- `SEQUENCE` Video Sequencer – Display data belonging to the Video Sequencer.
- `LIBRARIES` Blender File – Display data of current file and linked libraries.
- `DATA_API` Data API – Display low level Blender data and its properties.
- `LIBRARY_OVERRIDES` Library Overrides – Display data-blocks with library overrides and list their overridden properties.
- `ORPHAN_DATA` Unused Data – Display data that is unused and/or will be lost when the file is reloaded.

TYPE:

enum in [‘SCENES’, ‘VIEW_LAYER’, ‘SEQUENCE’, ‘LIBRARIES’, ‘DATA_API’, ‘LIBRARY_OVERRIDES’, ‘ORPHAN_DATA’], default ‘SCENES’

filter_id_type

Data-block type to show

TYPE:

enum in Id Type Items, default ‘ACTION’

filter_invert

Invert the object state filter

TYPE:

boolean, default False

filter_state

- `ALL` All – Show all objects in the view layer.
- `VISIBLE` Visible – Show visible objects.
- `SELECTED` Selected – Show selected objects.
- `ACTIVE` Active – Show only the active object.
- `SELECTABLE` Selectable – Show only selectable objects.

TYPE:

enum in [‘ALL’, ‘VISIBLE’, ‘SELECTED’, ‘ACTIVE’, ‘SELECTABLE’], default ‘ALL’

filter_text

Live search filtering string

TYPE:

string, default “”, (never None)

lib_override_view_mode

Choose different visualizations of library override data

- `PROPERTIES` Properties – Display all local override data-blocks with their overridden properties and buttons to edit them.

- `HIERARCHIES` Hierarchies – Display library override relationships.

TYPE:

enum in [‘PROPERTIES’, ‘HIERARCHIES’], default ‘PROPERTIES’

show_mode_column

Show the mode column for mode toggle and activation

TYPE:

boolean, default False

show_restrict_column_enable

Exclude from view layer

TYPE:

boolean, default False

show_restrict_column_hide

Temporarily hide in viewport

TYPE:

boolean, default False

show_restrict_column_holdout

Holdout

TYPE:

boolean, default False

show_restrict_column_indirect_only

Indirect only

TYPE:

boolean, default False

show_restrict_column_render

Globally disable in renders

TYPE:

boolean, default False

show_restrict_column_select

Selectable

TYPE:

boolean, default False

show_restrict_column_viewport

Globally disable in viewports

TYPE:

boolean, default False

use_filter_case_sensitive

Only use case sensitive matches of search string

TYPE:

boolean, default False

use_filter_children

Show children

TYPE:

boolean, default False

use_filter_collection

Show collections

TYPE:

boolean, default False

use_filter_complete

Only use complete matches of search string

TYPE:

boolean, default False

use_filter_id_type

Show only data-blocks of one type

TYPE:

boolean, default False

use_filter_lib_override_system

For libraries with overrides created, show the overridden values that are defined/controlled automatically (e.g. to make users of an overridden data-block point to the override data, not the original linked data)

TYPE:

boolean, default False

use_filter_object

Show objects

TYPE:

boolean, default False

use_filter_object_armature

Show armature objects

TYPE:

boolean, default False

use_filter_object_camera

Show camera objects

TYPE:

boolean, default False

use_filter_object_content

Show what is inside the objects elements

TYPE:

boolean, default False

use_filter_object_empty

Show empty objects

TYPE:

boolean, default False

use_filter_object_grease_pencil

Show Grease Pencil objects

TYPE:

boolean, default False

use_filter_object_light

Show light objects

TYPE:

boolean, default False

use_filter_object_mesh

Show mesh objects

TYPE:

boolean, default False

use_filter_object_others

Show curves, lattices, light probes, fonts, …

TYPE:

boolean, default False

use_filter_view_layers

Show all the view layers

TYPE:

boolean, default False

use_sort_alpha

TYPE:

boolean, default False

use_sync_select

Sync outliner selection with other editors

TYPE:

boolean, default False

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

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 argume 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.

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.type`
- `Space.show_locked_time`
- `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`

Previous
SpaceNodeOverlay(bpy_struct)

Report issue on this page

Ne
SpacePreferences(Spac