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SpaceDopeSheetEditor(Space)

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

class bpy.types.SpaceDopeSheetEditor(Space)

Dope Sheet space data

action

Action displayed and edited in this space

TYPE:

[Action](#)

cache_cloth

Show the active object's cloth point cache

TYPE:

boolean, default False

cache_dynamicpaint

Show the active object's Dynamic Paint cache

TYPE:

boolean, default False

cache_particles

Show the active object's particle point cache

TYPE:

boolean, default False

cache_rigidbody

Show the active object's Rigid Body cache

TYPE:

boolean, default False

cache_simulation_nodes

Show the active object's simulation nodes cache and bake data

TYPE:

boolean, default False

cache_smoke

Show the active object's smoke cache

TYPE:

boolean, default False

cache_softbody

Show the active object's softbody point cache

TYPE:

boolean, default False

dopesheet

Settings for filtering animation data

TYPE:

`DopeSheet`, (readonly)

mode

Editing context being displayed

- `DOPE SHEET` Dope Sheet – Edit all keyframes in scene.
- `TIMELINE` Timeline – Timeline and playback controls.
- `ACTION` Action Editor – Edit keyframes in active object’s Object-level action.
- `SHAPEKEY` Shape Key Editor – Edit keyframes in active object’s Shape Keys action.
- `GPENCIL` Grease Pencil – Edit timings for all Grease Pencil sketches in file.
- `MASK` Mask – Edit timings for Mask Editor splines.
- `CACHEFILE` Cache File – Edit timings for Cache File data-blocks.

TYPE:

enum in [`‘DOPE SHEET’`, `‘TIMELINE’`, `‘ACTION’`, `‘SHAPEKEY’`, `‘GPENCIL’`, `‘MASK’`, `‘CACHEFILE’`], default `‘ACTION’`

show_cache

Show the status of cached frames in the timeline

TYPE:

boolean, default `False`

show_extremes

Mark keyframes where the key value flow changes direction, based on comparison with adjacent keys

TYPE:

boolean, default `False`

show_interpolation

Display keyframe handle types and non-Bézier interpolation modes

TYPE:

boolean, default `False`

show_markers

If any exists, show markers in a separate row at the bottom of the editor

TYPE:

boolean, default `False`

show_pose_markers

Show markers belonging to the active action instead of Scene markers (Action and Shape Key Editors only)

TYPE:

boolean, default `False`

show_region_channels

TYPE:

boolean, default `False`

show_region_hud

TYPE:

boolean, default `False`

show_region_ui

TYPE:

boolean, default False

show_seconds

Show timing as a timecode instead of frames

TYPE:

boolean, default False

show_sliders

Show sliders beside F-Curve channels

TYPE:

boolean, default False

ui_mode

Editing context being displayed

- `DOPE SHEET` Dope Sheet – Edit all keyframes in scene.
- `ACTION` Action Editor – Edit keyframes in active object's Object-level action.
- `SHAPEKEY` Shape Key Editor – Edit keyframes in active object's Shape Keys action.
- `GPENCIL` Grease Pencil – Edit timings for all Grease Pencil sketches in file.
- `MASK` Mask – Edit timings for Mask Editor splines.
- `CACHEFILE` Cache File – Edit timings for Cache File data-blocks.

TYPE:

enum in ['DOPE SHEET', 'ACTION', 'SHAPEKEY', 'GPENCIL', 'MASK', 'CACHEFILE'], default 'ACTION'

use_auto_merge_keyframes

Automatically merge nearby keyframes

TYPE:

boolean, default False

use_marker_sync

Sync Markers with keyframe edits

TYPE:

boolean, default False

use_realtime_update

When transforming keyframes, changes to the animation data are flushed to other views

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 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, its 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.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.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`

- `bpy_struct.items`
- `bpy_struct.keyframe_delete`

- `Space.draw_handler_add`
- `Space.draw_handler_remove`

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