

SpaceProperties(Space)

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

class bpy.types.SpaceProperties(Space)

Properties space data

context

- **TOOL** Tool – Active Tool and Workspace settings.
- **SCENE** Scene – Scene Properties.
- **RENDER** Render – Render Properties.
- **OUTPUT** Output – Output Properties.
- **VIEW_LAYER** View Layer – View Layer Properties.
- **WORLD** World – World Properties.
- **COLLECTION** Collection – Collection Properties.
- **OBJECT** Object – Object Properties.
- **CONSTRAINT** Constraints – Object Constraint Properties.
- **MODIFIER** Modifiers – Modifier Properties.
- **DATA** Data – Object Data Properties.
- **BONE** Bone – Bone Properties.
- **BONE_CONSTRAINT** Bone Constraints – Bone Constraint Properties.
- **MATERIAL** Material – Material Properties.
- **TEXTURE** Texture – Texture Properties.
- **PARTICLES** Particles – Particle Properties.
- **PHYSICS** Physics – Physics Properties.
- **SHADERFX** Effects – Visual Effects Properties.

TYPE:

enum in ['TOOL', 'SCENE', 'RENDER', 'OUTPUT', 'VIEW_LAYER', 'WORLD', 'COLLECTION', 'OBJECT', 'CONSTRAINT', 'MODIFIER', 'DATA', 'BONE', 'BONE_CONSTRAINT', 'MATERIAL', 'TEXTURE', 'PARTICLES', 'PHYSICS', 'SHADERFX'], default 'RENDER'

outliner_sync

Change to the corresponding tab when outliner data icons are clicked

- **ALWAYS** Always – Always change tabs when clicking an icon in an outliner.
- **NEVER** Never – Never change tabs when clicking an icon in an outliner.
- **AUTO** Auto – Change tabs only when this editor shares a border with an outliner.

TYPE:

enum in ['ALWAYS', 'NEVER', 'AUTO'], default 'AUTO'

pin_id

TYPE:

[ID](#)

search_filter

Live search filtering string

TYPE:

string, default "", (never None)

tab_search_results

Whether or not each visible tab has a search result

TYPE:

boolean, default False, (readonly)

use_pin_id

Use the pinned context

TYPE:

boolean, default False

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.

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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.values</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>Space.bl_rna_get_subclass</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>Space.bl_rna_get_subclass_py</code> |
| • <code>bpy_struct.items</code> | • <code>Space.draw_handler_add</code> |
| • <code>bpy_struct.keyframe_delete</code> | • <code>Space.draw_handler_remove</code> |