

SpacePreferences(Space)

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

class `bpy.types.SpacePreferences(Space)`

Blender preferences space data

filter_text

Search term for filtering in the UI

TYPE:

string, default ‘’, (never None)

filter_type

Filter method

- `NAME` Name – Filter based on the operator name.
- `KEY` Key-Binding – Filter based on key bindings.

TYPE:

enum in [`‘NAME’`, `‘KEY’`], default `‘NAME’`

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, 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

- `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`