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# SpaceConsole(Space)

base classes — [bpy\\_struct](#), [Space](#)

**class** `bpy.types.SpaceConsole(Space)`

Interactive Python console

**font\_size**

Font size to use for displaying the text

**TYPE:**

int in [1, 256], default 0

**history**

Command history

**TYPE:**

[bpy\\_prop\\_collection](#) of [ConsoleLine](#), (readonly)

**language**

Command line prompt language

**TYPE:**

string, default ‘’, (never None)

**prompt**

Command line prompt

**TYPE:**

string, default ‘’, (never None)

**scrollback**

Command output

**TYPE:**

[bpy\\_prop\\_collection](#) of [ConsoleLine](#), (readonly)

**select\_end**

**TYPE:**

int in [0, inf], default 0

**select\_start**

**TYPE:**

int in [0, inf], default 0

**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

- |   |  |
|---|--|
| • <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>                      |

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

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

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