
Blender Index

Release 2.55 - UNSTABLE API

Blender Foundation

December 10, 2010

CONTENTS

1	Application Modules	3
1.1	Data Access (bpy.data)	3
1.2	Operators (bpy.ops)	4
1.3	Types (bpy.types)	141
1.4	Utilities (bpy.utils)	1007
1.5	Path Utilities (bpy.path)	1009
1.6	Application Data (bpy.app)	1010
1.7	Property Definitions (bpy.props)	1010
2	Standalone Modules	1013
2.1	Math Types & Utilities (mathutils)	1013
2.2	Geometry Utilities (mathutils.geometry)	1042
2.3	Font Drawing (blf)	1044
2.4	Audio System (aud)	1047
3	Game Engine Modules	1055
3.1	Game Engine bge.types Module	1055
3.2	Game Engine bge.logic Module	1126
3.3	Game Engine bge.render Module	1140
3.4	Game Engine bge.events module	1143
	Python Module Index	1149
	Index	1151

This document is an API reference for Blender 2.55 . built Unknown.

An introduction to Blender and Python can be found at <<http://wiki.blender.org/index.php/Dev:2.5/Py/API/Intro>>

A PDF version of this document is also available

Warning: The Python API in Blender is **UNSTABLE**, It should only be used for testing, any script written now may break in future releases.

The following areas are subject to change.

- operator names and arguments
- render api
- function calls with the data api (any function calls with values accessed from bpy.data), including functions for importing and exporting meshes
- class registration (Operator, Panels, Menus, Headers)
- modules: bpy.props, blf)
- members in the bpy.context have to be reviewed
- python defined modal operators, especially drawing callbacks are highly experimental

These parts of the API are relatively stable and are unlikely to change significantly

- data API, access to attributes of blender data such as mesh verts, material color, timeline frames and scene objects
- user interface functions for defining buttons, creation of menus, headers, panels
- modules: bgl and mathutils
- game engine modules

APPLICATION MODULES

1.1 Data Access (bpy.data)

This module is used for all blender/python access.

`bpy.data`

Access to blenders internal data

Type `bpy.types.BlendData`

```
import bpy
```

```
# print all objects
```

```
for obj in bpy.data.objects:  
    print(obj.name)
```

```
# print all scene names in a list
```

```
print(bpy.data.scenes.keys())
```

```
# remove mesh Cube
```

```
if "Cube" in bpy.data.meshes:  
    mesh = bpy.data.meshes["Cube"]  
    print("removing mesh", mesh)  
    bpy.data.meshes.unlink(mesh)
```

```
# write images into a file next to the blend
```

```
import os
```

```
file = open(os.path.splitext(bpy.data.filepath)[0] + ".txt", 'w')
```

```
for image in bpy.data.images:
```

```
    file.write("%s %dx%d\n" % (image.filepath, image.size[0], image.size[1]))
```

```
file.close()
```

1.2 Operators (bpy.ops)

1.2.1 Action Operators

`bpy.ops.action.clean` (*threshold=0.001*)
Simplify F-Curves by removing closely spaced keyframes

Parameters

- **threshold** (*float in [0, inf], (optional)*) – Threshold

`bpy.ops.action.clickselect` (*left_right='OFF', extend=False, column=False*)
Select keyframes by clicking on them

Parameters

- **left_right** (*enum in ['CHECK', 'OFF', 'LEFT', 'RIGHT'], (optional)*) – Left Right
- **extend** (*boolean, (optional)*) – Extend Select
- **column** (*boolean, (optional)*) – Column Select

`bpy.ops.action.copy` ()
Copy selected keyframes to the copy/paste buffer

`bpy.ops.action.delete` ()
Remove all selected keyframes

`bpy.ops.action.duplicate` (*mode=17*)
Make a copy of all selected keyframes

Parameters

- **mode** (*int in [0, inf], (optional)*) – Mode

`bpy.ops.action.extrapolation_type` (*type='CONSTANT'*)
Set extrapolation mode for selected F-Curves

Parameters

- **type** (*enum in ['CONSTANT', 'LINEAR'], (optional)*) – Type

`bpy.ops.action.frame_jump` ()
Set the current frame to the average frame of the selected keyframes

`bpy.ops.action.handle_type` (*type='FREE'*)
Set type of handle for selected keyframes

Parameters

- **type** (*enum in ['FREE', 'VECTOR', 'ALIGNED', 'AUTO', 'ANIM_CLAMPED'], (optional)*) – Type

`bpy.ops.action.interpolation_type` (*type='CONSTANT'*)
Set interpolation mode for the F-Curve segments starting from the selected keyframes

Parameters

- **type** (*enum in ['CONSTANT', 'LINEAR', 'BEZIER'], (optional)*) – Type

`bpy.ops.action.keyframe_insert` (*type='ALL'*)
Insert keyframes for the specified channels

Parameters

- **type** (*enum in ['ALL', 'SEL', 'GROUP'], (optional)*) – Type

`bpy.ops.action.keyframe_type` (*type='KEYFRAME'*)
Set type of keyframe for the selected keyframes

Parameters

- **type** (*enum in ['KEYFRAME', 'BREAKDOWN', 'EXTREME'], (optional)*) – Type

`bpy.ops.action.mirror` (*type='CFRA'*)
Flip selected keyframes over the selected mirror line

Parameters

- **type** (*enum in ['CFRA', 'XAXIS', 'MARKER'], (optional)*) – Type

`bpy.ops.action.new` ()
Create new action

`bpy.ops.action.paste` ()
Paste keyframes from copy/paste buffer for the selected channels, starting on the current frame

`bpy.ops.action.previewrange_set` ()
Set Preview Range based on extents of selected Keyframes

`bpy.ops.action.sample` ()
Add keyframes on every frame between the selected keyframes

`bpy.ops.action.select_all_toggle` (*invert=False*)
Toggle selection of all keyframes

Parameters

- **invert** (*boolean, (optional)*) – Invert

`bpy.ops.action.select_border` (*gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0, axis_range=False*)
Select all keyframes within the specified region

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **axis_range** (*boolean, (optional)*) – Axis Range

`bpy.ops.action.select_column` (*mode='KEYS'*)
Select all keyframes on the specified frame(s)

Parameters

- **mode** (*enum in ['KEYS', 'CFRA', 'MARKERS_COLUMN', 'MARKERS_BETWEEN'], (optional)*) – Mode

`bpy.ops.action.select_less` ()
Deselect keyframes on ends of selection islands

`bpy.ops.action.select_linked` ()
Select keyframes occurring the same F-Curves as selected ones

`bpy.ops.action.select_more()`
Select keyframes beside already selected ones

`bpy.ops.action.snap (type='CFRA')`
Snap selected keyframes to the times specified

Parameters

- **type** (enum in ['CFRA', 'NEAREST_FRAME', 'NEAREST_SECOND', 'NEAREST_MARKER'], (optional)) – Type

`bpy.ops.action.view_all()`
Reset viewable area to show full keyframe range

1.2.2 Anim Operators

`bpy.ops.anim.change_frame (frame=0)`
Interactively change the current frame number

Parameters

- **frame** (int in [-300000, 300000], (optional)) – Frame

`bpy.ops.anim.channels_click (extend=False, children_only=False)`
Handle mouse-clicks over animation channels

Parameters

- **extend** (boolean, (optional)) – Extend Select
- **children_only** (boolean, (optional)) – Select Children Only

`bpy.ops.anim.channels_collapse (all=True)`
Collapse (i.e. close) all selected expandable animation channels

Parameters

- **all** (boolean, (optional)) – All, Collapse all channels (not just selected ones)

`bpy.ops.anim.channels_delete()`
Delete all selected animation channels

`bpy.ops.anim.channels_editable_toggle (mode='TOGGLE', type='PROTECT')`
Toggle editability of selected channels

Parameters

- **mode** (enum in ['TOGGLE', 'DISABLE', 'ENABLE', 'INVERT'], (optional)) – Mode
- **type** (enum in ['PROTECT', 'MUTE'], (optional)) – Type

`bpy.ops.anim.channels_expand (all=True)`
Expand (i.e. open) all selected expandable animation channels

Parameters

- **all** (boolean, (optional)) – All, Expand all channels (not just selected ones)

`bpy.ops.anim.channels_fcurves_enable()`
Clears 'disabled' tag from all F-Curves to get broken F-Curves working again

`bpy.ops.anim.channels_move (direction='DOWN')`
Rearrange selected animation channels

Parameters

- **direction** (*enum in ['TOP', 'UP', 'DOWN', 'BOTTOM'], (optional)*) – Direction

`bpy.ops.anim.channels_select_all_toggle` (*invert=False*)

Toggle selection of all animation channels

Parameters

- **invert** (*boolean, (optional)*) – Invert

`bpy.ops.anim.channels_select_border` (*gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0*)

Select all animation channels within the specified region

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.anim.channels_setting_disable` (*mode='DISABLE', type='PROTECT'*)

Disable specified setting on all selected animation channels

Parameters

- **mode** (*enum in ['TOGGLE', 'DISABLE', 'ENABLE', 'INVERT'], (optional)*) – Mode
- **type** (*enum in ['PROTECT', 'MUTE'], (optional)*) – Type

`bpy.ops.anim.channels_setting_enable` (*mode='ENABLE', type='PROTECT'*)

Enable specified setting on all selected animation channels

Parameters

- **mode** (*enum in ['TOGGLE', 'DISABLE', 'ENABLE', 'INVERT'], (optional)*) – Mode
- **type** (*enum in ['PROTECT', 'MUTE'], (optional)*) – Type

`bpy.ops.anim.channels_setting_toggle` (*mode='INVERT', type='PROTECT'*)

Invert specified setting on all selected animation channels

Parameters

- **mode** (*enum in ['TOGGLE', 'DISABLE', 'ENABLE', 'INVERT'], (optional)*) – Mode
- **type** (*enum in ['PROTECT', 'MUTE'], (optional)*) – Type

`bpy.ops.anim.channels_visibility_set` ()

Make only the selected animation channels visible in the Graph Editor

`bpy.ops.anim.channels_visibility_toggle` ()

Toggle visibility in Graph Editor of all selected animation channels

`bpy.ops.anim.copy_driver_button` ()

Copy the driver for the highlighted button

`bpy.ops.anim.driver_button_add` (*all=True*)

Add driver(s) for the property(s) connected represented by the highlighted button

Parameters

- **all** (*boolean, (optional)*) – All, Create drivers for all elements of the array.

`bpy.ops.anim.driver_button_remove` (*all=True*)

Remove the driver(s) for the property(s) connected represented by the highlighted button

Parameters

- **all** (*boolean, (optional)*) – All, Delete drivers for all elements of the array.

`bpy.ops.anim.keyframe_delete` (*type=0, confirm_success=True*)

Delete keyframes on the current frame for all properties in the specified Keying Set

Parameters

- **type** (*int in [-inf, inf], (optional)*) – Keying Set Number, Index (determined internally) of the Keying Set to use
- **confirm_success** (*boolean, (optional)*) – Confirm Successful Insert, Show a popup when the keyframes get successfully added

`bpy.ops.anim.keyframe_delete_button` (*all=True*)

Undocumented ([contribute](#))

Parameters

- **all** (*boolean, (optional)*) – All, Delete keyframes from all elements of the array.

`bpy.ops.anim.keyframe_delete_v3d` ()

Undocumented ([contribute](#))

`bpy.ops.anim.keyframe_insert` (*type=0, confirm_success=True*)

Insert keyframes on the current frame for all properties in the specified Keying Set

Parameters

- **type** (*int in [-inf, inf], (optional)*) – Keying Set Number, Index (determined internally) of the Keying Set to use
- **confirm_success** (*boolean, (optional)*) – Confirm Successful Insert, Show a popup when the keyframes get successfully added

`bpy.ops.anim.keyframe_insert_button` (*all=True*)

Undocumented ([contribute](#))

Parameters

- **all** (*boolean, (optional)*) – All, Insert a keyframe for all element of the array.

`bpy.ops.anim.keyframe_insert_menu` (*type=0, confirm_success=False, always_prompt=False*)

Insert Keyframes for specified Keying Set, with menu of available Keying Sets if undefined

Parameters

- **type** (*int in [-inf, inf], (optional)*) – Keying Set Number, Index (determined internally) of the Keying Set to use
- **confirm_success** (*boolean, (optional)*) – Confirm Successful Insert, Show a popup when the keyframes get successfully added
- **always_prompt** (*boolean, (optional)*) – Always Show Menu

`bpy.ops.anim.keying_set_active_set` (*type=0*)

Undocumented ([contribute](#))

Parameters

- **type** (*int in [-inf, inf], (optional)*) – Keying Set Number, Index (determined internally) of the Keying Set to use

`bpy.ops.anim.keying_set_add()`
Add a new (empty) Keying Set to the active Scene

`bpy.ops.anim.keying_set_export(filepath="", filter_folder=True, filter_text=True, filter_python=True)`
Export Keying Set to a python script.

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath to write file to.
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_text** (*boolean, (optional)*) – Filter text
- **filter_python** (*boolean, (optional)*) – Filter python

File `ui/properties_scene.py:217`

`bpy.ops.anim.keying_set_path_add()`
Add empty path to active Keying Set

`bpy.ops.anim.keying_set_path_remove()`
Remove active Path from active Keying Set

`bpy.ops.anim.keying_set_remove()`
Remove the active Keying Set

`bpy.ops.anim.keyingset_button_add(all=True)`
Undocumented (`contribute`)

Parameters

- **all** (*boolean, (optional)*) – All, Add all elements of the array to a Keying Set.

`bpy.ops.anim.keyingset_button_remove()`
Undocumented (`contribute`)

`bpy.ops.anim.paste_driver_button()`
Paste the driver in the copy/paste buffer for the highlighted button

`bpy.ops.anim.previewrange_clear()`
Clear Preview Range

`bpy.ops.anim.previewrange_set(xmin=0, xmax=0, ymin=0, ymax=0)`
Interactively define frame range used for playback

Parameters

- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.anim.time_toggle()`
Toggle whether timing is displayed in frames or seconds for active timeline view

`bpy.ops.anim.update_data_paths()`
Update data paths from 2.53 to edited data paths of drivers and fcurves

File `op/animsys_update.py:693`

1.2.3 Armature Operators

`bpy.ops.armature.align()`

Align selected bones to the active bone (or to their parent)

`bpy.ops.armature.armature_layers` (*layers=(False, False)*)

Change the visible armature layers

Parameters

- **layers** (*boolean array of 32 items, (optional)*) – Layer, Armature layers to make visible

`bpy.ops.armature.autoside_names` (*type='XAXIS'*)

Automatically renames the selected bones according to which side of the target axis they fall on

Parameters

- **type** (*enum in ['XAXIS', 'YAXIS', 'ZAXIS'], (optional)*) – Axis, Axis tag names with.

`bpy.ops.armature.bone_layers` (*layers=(False, False)*)

Change the layers that the selected bones belong to

Parameters

- **layers** (*boolean array of 32 items, (optional)*) – Layer, Armature layers that bone belongs to

`bpy.ops.armature.bone_primitive_add` (*name="Bone"*)

Undocumented ([contribute](#))

Parameters

- **name** (*string, (optional)*) – Name, Name of the newly created bone

`bpy.ops.armature.calculate_roll` (*type='X', axis_flip=False, axis_only=False*)

Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['X', 'Y', 'Z', 'ACTIVE', 'VIEW', 'CURSOR'], (optional)*) – Type
- **axis_flip** (*boolean, (optional)*) – Flip Axis, Negate the alignment axis.
- **axis_only** (*boolean, (optional)*) – Shortest Rotation, Ignore the axis direction, use the shortest rotation to align.

`bpy.ops.armature.click_extrude()`

Undocumented ([contribute](#))

`bpy.ops.armature.delete()`

Undocumented ([contribute](#))

`bpy.ops.armature.duplicate()`

Undocumented ([contribute](#))

`bpy.ops.armature.duplicate_move` (*ARMATURE_OT_duplicate=None, TRANSFORM_OT_translate=None*)

Undocumented ([contribute](#))

Parameters

- **ARMATURE_OT_duplicate** (`ARMATURE_OT_duplicate`, (optional)) – Duplicate Selected Bone(s)
- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate`, (optional)) – Translate, Translate selected items

`bpy.ops.armature.extrude` (*forked=False*)
Undocumented ([contribute](#))

Parameters

- **forked** (*boolean, (optional)*) – Forked

`bpy.ops.armature.extrude_forked` (*ARMATURE_OT_extrude=None, TRANS-*
FORM_OT_translate=None)
Undocumented ([contribute](#))

Parameters

- **ARMATURE_OT_extrude** (`ARMATURE_OT_extrude`, (optional)) – Extrude
- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate`, (optional)) – Translate, Translate selected items

`bpy.ops.armature.extrude_move` (*ARMATURE_OT_extrude=None, TRANS-*
FORM_OT_translate=None)
Undocumented ([contribute](#))

Parameters

- **ARMATURE_OT_extrude** (`ARMATURE_OT_extrude`, (optional)) – Extrude
- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate`, (optional)) – Translate, Translate selected items

`bpy.ops.armature.fill` ()
Add bone between selected joint(s) and/or 3D-Cursor

`bpy.ops.armature.flags_set` (*type='DRAWWIRE', mode='CLEAR'*)
Set flags for armature bones

Parameters

- **type** (*enum in ['DRAWWIRE', 'DEFORM', 'MULT_VG', 'HINGE', 'NO_SCALE', 'LOCKED'], (optional)*) – Type
- **mode** (*enum in ['CLEAR', 'ENABLE', 'TOGGLE'], (optional)*) – Mode

`bpy.ops.armature.flip_names` ()
Flips (and corrects) the names of selected bones

`bpy.ops.armature.hide` ()
Undocumented ([contribute](#))

`bpy.ops.armature.merge` (*type='WITHIN_CHAIN'*)
Merge continuous chains of selected bones

Parameters

- **type** (*enum in ['WITHIN_CHAIN'], (optional)*) – Type

`bpy.ops.armature.parent_clear` (*type='CLEAR'*)
Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['CLEAR', 'DISCONNECT'], (optional)*) – ClearType, What way to clear parenting

`bpy.ops.armature.parent_set` (*type='CONNECTED'*)

Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['CONNECTED', 'OFFSET'], (optional)*) – ParentType, Type of parenting

`bpy.ops.armature.reveal` ()

Undocumented ([contribute](#))

`bpy.ops.armature.select_all` (*action='TOGGLE'*)

Undocumented ([contribute](#))

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.armature.select_hierarchy` (*direction='PARENT', extend=False*)

Undocumented ([contribute](#))

Parameters

- **direction** (*enum in ['PARENT', 'CHILD'], (optional)*) – Direction
- **extend** (*boolean, (optional)*) – Add to Selection

`bpy.ops.armature.select_inverse` ()

Undocumented ([contribute](#))

`bpy.ops.armature.select_linked` (*extend=False*)

Undocumented ([contribute](#))

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.

`bpy.ops.armature.separate` ()

Isolate selected bones into a separate armature

`bpy.ops.armature.subdivide` (*number_cuts=1*)

Undocumented ([contribute](#))

Parameters

- **number_cuts** (*int in [1, inf], (optional)*) – Number of Cuts

`bpy.ops.armature.switch_direction` ()

Undocumented ([contribute](#))

1.2.4 Boid Operators

`bpy.ops.boid.rule_add` (*type='GOAL'*)

Add a boid rule to the current boid state

Parameters

- **type** (*enum in ['GOAL', 'AVOID', 'AVOID_COLLISION', 'SEPARATE', 'FLOCK', 'FOLLOW_LEADER', 'AVERAGE_SPEED', 'FIGHT'], (optional)*) – Type

`bpy.ops.boid.rule_del()`
Undocumented ([contribute](#))

`bpy.ops.boid.rule_move_down()`
Move boid rule down in the list

`bpy.ops.boid.rule_move_up()`
Move boid rule up in the list

`bpy.ops.boid.state_add()`
Add a boid state to the particle system

`bpy.ops.boid.state_del()`
Undocumented ([contribute](#))

`bpy.ops.boid.state_move_down()`
Move boid state down in the list

`bpy.ops.boid.state_move_up()`
Move boid state up in the list

1.2.5 Brush Operators

`bpy.ops.brush.add()`
Add brush by mode type

`bpy.ops.brush.curve_preset(shape='SMOOTH')`
Set brush shape

Parameters

- **shape** (*enum in ['SHARP', 'SMOOTH', 'MAX', 'LINE', 'ROUND', 'ROOT'], (optional)*) – Mode

`bpy.ops.brush.reset()`
Return brush to defaults based on current tool

`bpy.ops.brush.scale_size(scalar=1.0)`
Change brush size by a scalar

Parameters

- **scalar** (*float in [0, 2], (optional)*) – Scalar, Factor to scale brush size by

`bpy.ops.brush.set_active_number(mode="", number=0)`
Set active sculpt/paint brush from it's number

Parameters

- **mode** (*string, (optional)*) – mode, Paint mode to set brush for
- **number** (*int in [-inf, inf], (optional)*) – number, Brush number

File `op/wm.py:93`

1.2.6 Buttons Operators

`bpy.ops.buttons.file_browse` (*filepath=""*, *filter_blender=False*, *filter_image=False*, *filter_movie=False*, *filter_python=False*, *filter_font=False*, *filter_sound=False*, *filter_text=False*, *filter_btx=False*, *filter_collada=False*, *filter_folder=False*, *filemode=9*, *relative_path=False*)

Open a file browser, Hold Shift to open the file, Alt to browse containing directory

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file

`bpy.ops.buttons.toolbox` ()

Display button panel toolbox

1.2.7 Cloth Operators

`bpy.ops.cloth.preset_add` (*name=""*, *remove_active=False*)

Add a Cloth Preset

Parameters

- **name** (*string, (optional)*) – Name, Name of the preset, used to make the path name

File `op/presets.py:43`

1.2.8 Console Operators

`bpy.ops.console.autocomplete` ()

Evaluate the namespace up until the cursor and give a list of options or complete the name if there is only one

File `ui/space_console.py:110`

`bpy.ops.console.banner` ()

Print a message when the terminal initializes

File `ui/space_console.py:127`

`bpy.ops.console.clear` (*scrollback=True, history=False*)
Clear text by type

Parameters

- **scrollback** (*boolean, (optional)*) – Scrollback, Clear the scrollbar history
- **history** (*boolean, (optional)*) – History, Clear the command history

`bpy.ops.console.copy` ()
Copy selected text to clipboard

`bpy.ops.console.delete` (*type='NEXT_CHARACTER'*)
Delete text by cursor position

Parameters

- **type** (*enum in ['NEXT_CHARACTER', 'PREVIOUS_CHARACTER'], (optional)*) – Type, Which part of the text to delete.

`bpy.ops.console.execute` ()
Execute the current console line as a python expression

File `ui/space_console.py:92`

`bpy.ops.console.history_append` (*text=""*, *current_character=0*, *remove_duplicates=False*)
Append history at cursor position

Parameters

- **text** (*string, (optional)*) – Text, Text to insert at the cursor position.
- **current_character** (*int in [0, inf], (optional)*) – Cursor, The index of the cursor.
- **remove_duplicates** (*boolean, (optional)*) – Remove Duplicates, Remove duplicate items in the history

`bpy.ops.console.history_cycle` (*reverse=False*)
Cycle through history

Parameters

- **reverse** (*boolean, (optional)*) – Reverse, reverse cycle history

`bpy.ops.console.insert` (*text=""*)
Insert text at cursor position

Parameters

- **text** (*string, (optional)*) – Text, Text to insert at the cursor position.

`bpy.ops.console.language` (*language=""*)
Set the current language for this console

Parameters

- **language** (*string, (optional)*) – Language

File `ui/space_console.py:150`

`bpy.ops.console.move` (*type='LINE_BEGIN'*)
Move cursor position

Parameters

- **type** (*enum in ['LINE_BEGIN', 'LINE_END', 'PREVIOUS_CHARACTER', 'NEXT_CHARACTER', 'PREVIOUS_WORD', 'NEXT_WORD'], (optional)*) – Type, Where to move cursor to.

`bpy.ops.console.paste()`
Paste text from clipboard

`bpy.ops.console.scrollback_append(text="", type='OUTPUT')`
Append scrollbar text by type

Parameters

- **text** (*string, (optional)*) – Text, Text to insert at the cursor position.
- **type** (*enum in ['OUTPUT', 'INPUT', 'INFO', 'ERROR'], (optional)*) – Type, Console output type.

`bpy.ops.console.select_set()`
Set the console selection

1.2.9 Constraint Operators

`bpy.ops.constraint.childof_clear_inverse(constraint="", owner='OBJECT')`
Clear inverse correction for ChildOf constraint

Parameters

- **constraint** (*string, (optional)*) – Constraint, Name of the constraint to edit
- **owner** (*enum in ['OBJECT', 'BONE'], (optional)*) – Owner, The owner of this constraint

`bpy.ops.constraint.childof_set_inverse(constraint="", owner='OBJECT')`
Set inverse correction for ChildOf constraint

Parameters

- **constraint** (*string, (optional)*) – Constraint, Name of the constraint to edit
- **owner** (*enum in ['OBJECT', 'BONE'], (optional)*) – Owner, The owner of this constraint

`bpy.ops.constraint.delete()`
Remove constraint from constraint stack

`bpy.ops.constraint.limitdistance_reset(constraint="", owner='OBJECT')`
Reset limiting distance for Limit Distance Constraint

Parameters

- **constraint** (*string, (optional)*) – Constraint, Name of the constraint to edit
- **owner** (*enum in ['OBJECT', 'BONE'], (optional)*) – Owner, The owner of this constraint

`bpy.ops.constraint.move_down(constraint="", owner='OBJECT')`
Move constraint down in constraint stack

Parameters

- **constraint** (*string, (optional)*) – Constraint, Name of the constraint to edit
- **owner** (*enum in ['OBJECT', 'BONE'], (optional)*) – Owner, The owner of this constraint

`bpy.ops.constraint.move_up(constraint="", owner='OBJECT')`
Move constraint up in constraint stack

Parameters

- **constraint** (*string, (optional)*) – Constraint, Name of the constraint to edit
- **owner** (*enum in ['OBJECT', 'BONE'], (optional)*) – Owner, The owner of this constraint

`bpy.ops.constraint.stretchto_reset` (*constraint=""*, *owner='OBJECT'*)
Reset original length of bone for Stretch To Constraint

Parameters

- **constraint** (*string, (optional)*) – Constraint, Name of the constraint to edit
- **owner** (*enum in ['OBJECT', 'BONE'], (optional)*) – Owner, The owner of this constraint

1.2.10 Curve Operators

`bpy.ops.curve.cyclic_toggle` (*direction='CYCLIC_U'*)
Undocumented ([contribute](#))

Parameters

- **direction** (*enum in ['CYCLIC_U', 'CYCLIC_V'], (optional)*) – Direction, Direction to make surface cyclic in.

`bpy.ops.curve.de_select_first` ()
Undocumented ([contribute](#))

`bpy.ops.curve.de_select_last` ()
Undocumented ([contribute](#))

`bpy.ops.curve.delete` (*type='SELECTED'*)
Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['SELECTED', 'SEGMENT', 'ALL'], (optional)*) – Type, Which elements to delete.

`bpy.ops.curve.duplicate` (*mode=1*)
Undocumented ([contribute](#))

Parameters

- **mode** (*int in [0, inf], (optional)*) – Mode

`bpy.ops.curve.extrude` (*mode=1*)
Undocumented ([contribute](#))

Parameters

- **mode** (*int in [0, inf], (optional)*) – Mode

`bpy.ops.curve.handle_type_set` (*type='AUTOMATIC'*)
Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['AUTOMATIC', 'VECTOR', 'ALIGN', 'FREE_ALIGN', 'TOGGLE_FREE_ALIGN'], (optional)*) – Type, Spline type

`bpy.ops.curve.hide` (*unselected=False*)
Undocumented ([contribute](#))

Parameters

- **unselected** (*boolean, (optional)*) – Unselected, Hide unselected rather than selected.

`bpy.ops.curve.make_segment()`
Undocumented ([contribute](#))

`bpy.ops.curve.primitive_bezier_circle_add` (*view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)*)

Construct a Bezier Circle

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.curve.primitive_bezier_curve_add` (*view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)*)

Construct a Bezier Curve

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.curve.primitive_nurbs_circle_add` (*view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)*)

Construct a Nurbs Circle

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.

- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.curve.primitive_nurbs_curve_add` (*view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)*)

Construct a Nurbs Curve

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.curve.primitive_nurbs_path_add` (*view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)*)

Construct a Path

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.curve.radius_set` (*radius=1.0*)
Undocumented ([contribute](#))

Parameters

- **radius** (*float in [0, inf], (optional)*) – Radius

`bpy.ops.curve.reveal` (`()`)
Undocumented ([contribute](#))

`bpy.ops.curve.select_all` (*action='TOGGLE'*)
Undocumented ([contribute](#))

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.curve.select_inverse()`
Undocumented ([contribute](#))

`bpy.ops.curve.select_less()`
Undocumented ([contribute](#))

`bpy.ops.curve.select_linked()`
Undocumented ([contribute](#))

`bpy.ops.curve.select_linked_pick(deselect=False)`
Undocumented ([contribute](#))

Parameters

- **deselect** (*boolean, (optional)*) – Deselect, Deselect linked control points rather than selecting them.

`bpy.ops.curve.select_more()`
Undocumented ([contribute](#))

`bpy.ops.curve.select_next()`
Undocumented ([contribute](#))

`bpy.ops.curve.select_nth(nth=2)`
Undocumented ([contribute](#))

Parameters

- **nth** (*int in [2, 100], (optional)*) – Nth Selection

`bpy.ops.curve.select_previous()`
Undocumented ([contribute](#))

`bpy.ops.curve.select_random(percent=50.0, extend=False)`
Undocumented ([contribute](#))

Parameters

- **percent** (*float in [0, 100], (optional)*) – Percent, Percentage of elements to select randomly.
- **extend** (*boolean, (optional)*) – Extend Selection, Extend selection instead of deselecting everything first.

`bpy.ops.curve.select_row()`
Undocumented ([contribute](#))

`bpy.ops.curve.separate()`
Undocumented ([contribute](#))

`bpy.ops.curve.shade_flat()`
Undocumented ([contribute](#))

`bpy.ops.curve.shade_smooth()`
Undocumented ([contribute](#))

`bpy.ops.curve.smooth()`
Undocumented ([contribute](#))

`bpy.ops.curve.smooth_radius()`
Undocumented ([contribute](#))

`bpy.ops.curve.spin` (*center*=(0.0, 0.0, 0.0), *axis*=(0.0, 0.0, 0.0))
Undocumented ([contribute](#))

Parameters

- **center** (*float array of 3 items in [-inf, inf], (optional)*) – Center, Center in global view space
- **axis** (*float array of 3 items in [-1, 1], (optional)*) – Axis, Axis in global view space

`bpy.ops.curve.spline_type_set` (*type*='POLY')
Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['POLY', 'BEZIER', 'NURBS'], (optional)*) – Type, Spline type

`bpy.ops.curve.spline_weight_set` (*weight*=1.0)
Undocumented ([contribute](#))

Parameters

- **weight** (*float in [0, 1], (optional)*) – Weight

`bpy.ops.curve.subdivide` (*number_cuts*=1)
Undocumented ([contribute](#))

Parameters

- **number_cuts** (*int in [1, inf], (optional)*) – Number of cuts

`bpy.ops.curve.switch_direction` ()
Undocumented ([contribute](#))

`bpy.ops.curve.tilt_clear` ()
Undocumented ([contribute](#))

`bpy.ops.curve.vertex_add` (*location*=(0.0, 0.0, 0.0))
Undocumented ([contribute](#))

Parameters

- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location to add new vertex at.

1.2.11 Ed Operators

`bpy.ops.ed.redo` ()
Redo previous action

`bpy.ops.ed.undo` ()
Undo previous action

1.2.12 Export Operators

`bpy.ops.export.ply` (*filepath*="", *check_existing*=True, *filter_glob*="*.ply", *use_modifiers*=True, *use_normals*=True, *use_uv_coords*=True, *use_colors*=True)
Export a single object as a stanford PLY with normals, colours and texture coordinates.

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for exporting the file

- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **use_modifiers** (*boolean, (optional)*) – Apply Modifiers, Apply Modifiers to the exported mesh
- **use_normals** (*boolean, (optional)*) – Normals, Export Normals for smooth and hard shaded faces
- **use_uv_coords** (*boolean, (optional)*) – UVs, Exort the active UV layer
- **use_colors** (*boolean, (optional)*) – Vertex Colors, Exort the active vertex color layer

File `op/io_mesh_ply/__init__.py:48`

1.2.13 Export_scene Operators

`bpy.ops.export_scene.autodesk_3ds` (*filepath=""*, *check_existing=True*, *filter_glob="*.3ds"*)
Export to 3DS file format (.3ds)

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for exporting the file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files

File `op/io_scene_3ds/__init__.py:60`

```
bpy.ops.export_scene.fbx (filepath="", check_existing=True, filter_glob="*.fbx",
                          EXP_OBS_SELECTED=True, TX_SCALE=1.0, TX_XROT90=True,
                          TX_YROT90=False, TX_ZROT90=False, EXP_EMPTY=True,
                          EXP_CAMERA=True, EXP_LAMP=True, EXP_ARMATURE=True,
                          EXP_MESH=True, EXP_MESH_APPLY_MOD=True,
                          EXP_IMAGE_COPY=False, ANIM_ENABLE=True,
                          ANIM_OPTIMIZE=True, ANIM_OPTIMIZE_PRECISION=6.0,
                          ANIM_ACTION_ALL=False, BATCH_ENABLE=False,
                          BATCH_GROUP=False, BATCH_OWN_DIR=True,
                          BATCH_FILE_PREFIX="")
```

Selection to an ASCII Autodesk FBX

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for exporting the file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **EXP_OBS_SELECTED** (*boolean, (optional)*) – Selected Objects, Export selected objects on visible layers
- **TX_SCALE** (*float in [0.01, 1000], (optional)*) – Scale, Scale all data, (Note! some imports dont support scaled armatures)
- **TX_XROT90** (*boolean, (optional)*) – Rot X90, Rotate all objects 90 degrees about the X axis
- **TX_YROT90** (*boolean, (optional)*) – Rot Y90, Rotate all objects 90 degrees about the Y axis
- **TX_ZROT90** (*boolean, (optional)*) – Rot Z90, Rotate all objects 90 degrees about the Z axis

- **EXP_EMPTY** (*boolean, (optional)*) – Empties, Export empty objects
- **EXP_CAMERA** (*boolean, (optional)*) – Cameras, Export camera objects
- **EXP_LAMP** (*boolean, (optional)*) – Lamps, Export lamp objects
- **EXP_ARMATURE** (*boolean, (optional)*) – Armatures, Export armature objects
- **EXP_MESH** (*boolean, (optional)*) – Meshes, Export mesh objects
- **EXP_MESH_APPLY_MOD** (*boolean, (optional)*) – Modifiers, Apply modifiers to mesh objects
- **EXP_IMAGE_COPY** (*boolean, (optional)*) – Copy Image Files, Copy image files to the destination path
- **ANIM_ENABLE** (*boolean, (optional)*) – Enable Animation, Export keyframe animation
- **ANIM_OPTIMIZE** (*boolean, (optional)*) – Optimize Keyframes, Remove double keyframes
- **ANIM_OPTIMIZE_PRECISION** (*float in [1, 16], (optional)*) – Precision, Tolerance for comparing double keyframes (higher for greater accuracy)
- **ANIM_ACTION_ALL** (*boolean, (optional)*) – All Actions, Use all actions for armatures, if false, use current action
- **BATCH_ENABLE** (*boolean, (optional)*) – Enable Batch, Automate exporting multiple scenes or groups to files
- **BATCH_GROUP** (*boolean, (optional)*) – Group > File, Export each group as an FBX file, if false, export each scene as an FBX file
- **BATCH_OWN_DIR** (*boolean, (optional)*) – Own Dir, Create a dir for each exported file
- **BATCH_FILE_PREFIX** (*string, (optional)*) – Prefix, Prefix each file with this name

File `op/io_scene_fbx/_init__.py:70`

```
bpy.ops.export_scene.obj (filepath="", check_existing=True, filter_glob="*.obj;*.mtl",
                        use_selection=False, use_all_scenes=False, use_animation=False,
                        use_modifiers=True, use_rotate_x90=True, use_edges=True,
                        use_normals=False, use_hq_normals=True, use_uv=True,
                        use_materials=True, copy_images=False, use_triangles=False,
                        use_vertex_groups=False, use_nurbs=False, use_blen_objects=True,
                        group_by_object=False, group_by_material=False,
                        keep_vertex_order=False)
```

Save a Wavefront OBJ File

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for exporting the file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **use_selection** (*boolean, (optional)*) – Selection Only, Export selected objects only
- **use_all_scenes** (*boolean, (optional)*) – All Scenes
- **use_animation** (*boolean, (optional)*) – Animation
- **use_modifiers** (*boolean, (optional)*) – Apply Modifiers, Apply modifiers (preview resolution)
- **use_rotate_x90** (*boolean, (optional)*) – Rotate X90

- **use_edges** (*boolean, (optional)*) – Edges
- **use_normals** (*boolean, (optional)*) – Normals
- **use_hq_normals** (*boolean, (optional)*) – High Quality Normals
- **use_uv**s (*boolean, (optional)*) – UVs
- **use_materials** (*boolean, (optional)*) – Materials
- **copy_images** (*boolean, (optional)*) – Copy Images
- **use_triangles** (*boolean, (optional)*) – Triangulate
- **use_vertex_groups** (*boolean, (optional)*) – Polygroups
- **use_nurbs** (*boolean, (optional)*) – Nurbs
- **use_blen_objects** (*boolean, (optional)*) – Objects as OBJ Objects
- **group_by_object** (*boolean, (optional)*) – Objects as OBJ Groups
- **group_by_material** (*boolean, (optional)*) – Material Groups
- **keep_vertex_order** (*boolean, (optional)*) – Keep Vertex Order

File `op/io_scene_obj/__init__.py`:102

```
bpy.ops.export_scene.x3d(filepath="", check_existing=True, filter_glob="*.x3d",
                        use_apply_modifiers=True, use_triangulate=False,
                        use_compress=False)
```

Export selection to Extensible 3D file (.x3d)

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for exporting the file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **use_apply_modifiers** (*boolean, (optional)*) – Apply Modifiers, Use transformed mesh data from each object
- **use_triangulate** (*boolean, (optional)*) – Triangulate, Triangulate quads.
- **use_compress** (*boolean, (optional)*) – Compress, GZip the resulting file, requires a full python install

File `op/io_scene_x3d/__init__.py`:43

1.2.14 Export_shape Operators

```
bpy.ops.export_shape.mdd(filepath="", check_existing=True, filter_glob="*.mdd", fps=25,
                        frame_start=1, frame_end=250)
```

Animated mesh to MDD vertex keyframe file

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for exporting the file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **fps** (*int in [1, 120], (optional)*) – Frames Per Second, Number of frames/second
- **frame_start** (*int in [1, 300000], (optional)*) – Start Frame, Start frame for baking

- **frame_end** (*int in [1, 300000], (optional)*) – End Frame, End frame for baking

File `op/io_shape_mdd/__init__.py:87`

1.2.15 File Operators

`bpy.ops.file.bookmark_add()`
Add a bookmark for the selected/active directory

`bpy.ops.file.bookmark_toggle()`
Toggle bookmarks display

`bpy.ops.file.cancel()`
Cancel loading of selected file

`bpy.ops.file.delete()`
Delete selected file

`bpy.ops.file.delete_bookmark(index=-1)`
Delete selected bookmark

Parameters

- **index** (*int in [-1, 20000], (optional)*) – Index

`bpy.ops.file.directory()`
Enter a directory name

`bpy.ops.file.directory_new(directory="")`
Create a new directory

Parameters

- **directory** (*string, (optional)*) – Directory, Name of new directory

`bpy.ops.file.execute(need_active=False)`
Execute selected file

Parameters

- **need_active** (*boolean, (optional)*) – Need Active, Only execute if there's an active selected file in the file list.

`bpy.ops.file.fileenum(increment=1)`
Increment number in filename

Parameters

- **increment** (*int in [0, 100], (optional)*) – Increment

`bpy.ops.file.find_missing_files(filepath="", filter_blender=False, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=False, filemode=9)`

Undocumented ([contribute](#))

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files

- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file

`bpy.ops.file.hidedot ()`
Toggle hide hidden dot files

`bpy.ops.file.highlight ()`
Highlight selected file(s)

`bpy.ops.file.make_paths_absolute ()`
Undocumented ([contribute](#))

`bpy.ops.file.make_paths_relative ()`
Undocumented ([contribute](#))

`bpy.ops.file.next ()`
Move to next folder

`bpy.ops.file.pack_all ()`
Undocumented ([contribute](#))

`bpy.ops.file.parent ()`
Move to parent directory

`bpy.ops.file.previous ()`
Move to previous folder

`bpy.ops.file.refresh ()`
Refresh the file list

`bpy.ops.file.rename ()`
Rename file or file directory

`bpy.ops.file.report_missing_files ()`
Undocumented ([contribute](#))

`bpy.ops.file.select (extend=False, fill=False)`
Activate/select file

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.
- **fill** (*boolean, (optional)*) – Fill, Select everything beginning with the last selection.

`bpy.ops.file.select_all_toggle ()`
Select/deselect all files

`bpy.ops.file.select_bookmark (dir="")`
Select a bookmarked directory

Parameters

- **dir** (*string, (optional)*) – Dir

`bpy.ops.file.select_border` (*gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0*)
Activate/select the file(s) contained in the border

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.file.select_execute` (*FILE_OT_select=None, FILE_OT_execute=None*)
Undocumented ([contribute](#))

Parameters

- **FILE_OT_select** (*FILE_OT_select, (optional)*) – Activate/Select File, Activate/select file
- **FILE_OT_execute** (*FILE_OT_execute, (optional)*) – Execute File Window, Execute selected file

`bpy.ops.file.smoothscroll` ()
Smooth scroll to make editable file visible.

`bpy.ops.file.unpack_all` (*method='USE_LOCAL'*)
Undocumented ([contribute](#))

Parameters

- **method** (*enum in ['USE_LOCAL', 'WRITE_LOCAL', 'USE_ORIGINAL', 'WRITE_ORIGINAL', 'KEEP', 'ASK'], (optional)*) – Method, How to unpack.

1.2.16 Fluid Operators

`bpy.ops.fluid.bake` ()
Bake fluid simulation

1.2.17 Font Operators

`bpy.ops.font.buffer_paste` ()
Paste text from OS buffer

`bpy.ops.font.case_set` (*case='LOWER'*)
Set font case

Parameters

- **case** (*enum in ['LOWER', 'UPPER'], (optional)*) – Case, Lower or upper case.

`bpy.ops.font.case_toggle` ()
Toggle font case

`bpy.ops.font.change_character` (*delta=1*)
Change font character code

Parameters

- **delta** (*int in [-255, 255], (optional)*) – Delta, Number to increase or decrease character code with.

`bpy.ops.font.change_spacing(delta=1)`
Change font spacing

Parameters

- **delta** (*int in [-20, 20], (optional)*) – Delta, Amount to decrease or increasing character spacing with.

`bpy.ops.font.delete(type='ALL')`
Delete text by cursor position

Parameters

- **type** (*enum in ['ALL', 'NEXT_CHARACTER', 'PREVIOUS_CHARACTER', 'SELECTION', 'NEXT_OR_SELECTION', 'PREVIOUS_OR_SELECTION'], (optional)*) – Type, Which part of the text to delete.

`bpy.ops.font.file_paste(filepath="", filter_blender=False, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=True, filter_btx=False, filter_collada=False, filter_folder=True, filemode=9)`

Paste contents from file

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file

`bpy.ops.font.insert_lorem()`
Insert placeholder text

`bpy.ops.font.line_break(ctrl=False)`
Insert line break at cursor position

Parameters

- **ctrl** (*boolean, (optional)*) – Ctrl

`bpy.ops.font.move(type='LINE_BEGIN')`
Move cursor to position type

Parameters

- **type** (*enum in ['LINE_BEGIN', 'LINE_END', 'PREVIOUS_CHARACTER', 'NEXT_CHARACTER', 'PREVIOUS_WORD', 'NEXT_WORD', 'PREVIOUS_LINE', 'NEXT_LINE', 'PREVIOUS_PAGE', 'NEXT_PAGE'], (optional)*) – Type, Where to move cursor to.

`bpy.ops.font.move_select` (*type='LINE_BEGIN'*)

Make selection from current cursor position to new cursor position type

Parameters

- **type** (*enum in ['LINE_BEGIN', 'LINE_END', 'PREVIOUS_CHARACTER', 'NEXT_CHARACTER', 'PREVIOUS_WORD', 'NEXT_WORD', 'PREVIOUS_LINE', 'NEXT_LINE', 'PREVIOUS_PAGE', 'NEXT_PAGE'], (optional)*) – Type, Where to move cursor to, to make a selection.

`bpy.ops.font.open` (*filepath=""*, *filter_blender=False*, *filter_image=False*, *filter_movie=False*, *filter_python=False*, *filter_font=True*, *filter_sound=False*, *filter_text=False*, *filter_btx=False*, *filter_collada=False*, *filter_folder=True*, *filemode=9*)

Undocumented ([contribute](#))

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file

`bpy.ops.font.style_set` (*style='BOLD'*, *clear=False*)

Set font style

Parameters

- **style** (*enum in ['BOLD', 'ITALIC', 'UNDERLINE', 'SMALL_CAPS'], (optional)*) – Style, Style to set selection to.
- **clear** (*boolean, (optional)*) – Clear, Clear style rather than setting it.

`bpy.ops.font.style_toggle` (*style='BOLD'*)

Toggle font style

Parameters

- **style** (*enum in ['BOLD', 'ITALIC', 'UNDERLINE', 'SMALL_CAPS'], (optional)*) – Style, Style to set selection to.

`bpy.ops.font.text_copy()`
Copy selected text to clipboard

`bpy.ops.font.text_cut()`
Cut selected text to clipboard

`bpy.ops.font.text_insert(text="")`
Insert text at cursor position

Parameters

- **text** (*string, (optional)*) – Text, Text to insert at the cursor position.

`bpy.ops.font.text_paste()`
Paste text from clipboard

`bpy.ops.font.textbox_add()`
Add a new text box

`bpy.ops.font.textbox_remove(index=0)`
Remove the textbox

Parameters

- **index** (*int in [0, inf], (optional)*) – Index, The current text box.

`bpy.ops.font.unlink()`
Unlink active font data block

1.2.18 Gpencil Operators

`bpy.ops.gpencil.active_frame_delete()`
Delete the active frame for the active Grease Pencil datablock

`bpy.ops.gpencil.convert(type='PATH')`
Convert the active Grease Pencil layer to a new Object

Parameters

- **type** (*enum in ['PATH', 'CURVE'], (optional)*) – Type

`bpy.ops.gpencil.data_add()`
Add new Grease Pencil datablock

`bpy.ops.gpencil.data_unlink()`
Unlink active Grease Pencil datablock

`bpy.ops.gpencil.draw(mode='DRAW', stroke=None)`
Make annotations on the active data

Parameters

- **mode** (*enum in ['DRAW', 'DRAW_STRAIGHT', 'ERASER'], (optional)*) – Mode, Way to interpret mouse movements.
- **stroke** (Collection of `OperatorStrokeElement`, (optional)) – Stroke

`bpy.ops.gpencil.layer_add()`
Add new Grease Pencil layer for the active Grease Pencil datablock

1.2.19 Graph Operators

`bpy.ops.graph.bake()`
Bake selected F-Curves to a set of sampled points defining a similar curve

`bpy.ops.graph.clean(threshold=0.001)`
Simplify F-Curves by removing closely spaced keyframes

Parameters

- **threshold** (*float in [0, inf], (optional)*) – Threshold

`bpy.ops.graph.click_insert(frame=1.0, value=1.0)`
Insert new keyframe at the cursor position for the active F-Curve

Parameters

- **frame** (*float in [-inf, inf], (optional)*) – Frame Number, Frame to insert keyframe on
- **value** (*float in [-inf, inf], (optional)*) – Value, Value for keyframe on

`bpy.ops.graph.clickselect(left_right='OFF', extend=False, column=False, curves=False)`
Select keyframes by clicking on them

Parameters

- **left_right** (*enum in ['CHECK', 'OFF', 'LEFT', 'RIGHT'], (optional)*) – Left Right
- **extend** (*boolean, (optional)*) – Extend Select
- **column** (*boolean, (optional)*) – Column Select, Select all keyframes that occur on the same frame as the one under the mouse
- **curves** (*boolean, (optional)*) – Only Curves, Select all the keyframes in the curve

`bpy.ops.graph.copy()`
Copy selected keyframes to the copy/paste buffer

`bpy.ops.graph.cursor_set(frame=0, value=0.0)`
Interactively set the current frame number and value cursor

Parameters

- **frame** (*int in [-300000, 300000], (optional)*) – Frame
- **value** (*float in [1.17549e-38, inf], (optional)*) – Value

`bpy.ops.graph.delete()`
Remove all selected keyframes

`bpy.ops.graph.duplicate(mode=1)`
Make a copy of all selected keyframes

Parameters

- **mode** (*int in [0, inf], (optional)*) – Mode

`bpy.ops.graph.euler_filter()`
Fixes the most common causes of gimbal lock in the fcurves of the active bone

File `op/fcurve_euler_filter.py:55`

`bpy.ops.graph.extrapolation_type(type='CONSTANT')`
Set extrapolation mode for selected F-Curves

Parameters

- **type** (enum in [*CONSTANT*, *LINEAR*], (optional)) – Type

`bpy.ops.graph.fmodifier_add` (*type*='NULL', *only_active*=True)
Add F-Modifiers to the selected F-Curves

Parameters

- **type** (enum in [*NULL*, *GENERATOR*, *FNGENERATOR*, *ENVELOPE*, *CYCLES*, *NOISE*, *FILTER*, *LIMITS*, *STEPPED*], (optional)) – Type
- **only_active** (boolean, (optional)) – Only Active, Only add F-Modifier to active F-Curve.

`bpy.ops.graph.fmodifier_copy` ()
Copy the F-Modifier(s) of the active F-Curve.

`bpy.ops.graph.fmodifier_paste` ()
Add copied F-Modifiers to the selected F-Curves

`bpy.ops.graph.frame_jump` ()
Set the current frame to the average frame of the selected keyframes

`bpy.ops.graph.ghost_curves_clear` ()
Clear F-Curve snapshots (Ghosts) for active Graph Editor

`bpy.ops.graph.ghost_curves_create` ()
Create snapshot (Ghosts) of selected F-Curves as background aid for active Graph Editor

`bpy.ops.graph.handle_type` (*type*='FREE')
Set type of handle for selected keyframes

Parameters

- **type** (enum in [*FREE*, *VECTOR*, *ALIGNED*, *AUTO*, *ANIM_CLAMPED*], (optional)) – Type

`bpy.ops.graph.handles_view_toggle` ()
Undocumented (contribute)

`bpy.ops.graph.interpolation_type` (*type*='CONSTANT')
Set interpolation mode for the F-Curve segments starting from the selected keyframes

Parameters

- **type** (enum in [*CONSTANT*, *LINEAR*, *BEZIER*], (optional)) – Type

`bpy.ops.graph.keyframe_insert` (*type*='ALL')
Insert keyframes for the specified channels

Parameters

- **type** (enum in [*ALL*, *SEL*], (optional)) – Type

`bpy.ops.graph.mirror` (*type*='CFRA')
Flip selected keyframes over the selected mirror line

Parameters

- **type** (enum in [*CFRA*, *VALUE*, *YAXIS*, *XAXIS*, *MARKER*], (optional)) – Type

`bpy.ops.graph.paste` ()
Paste keyframes from copy/paste buffer for the selected channels, starting on the current frame

`bpy.ops.graph.previewrange_set` ()
Undocumented (contribute)

`bpy.ops.graph.properties()`
Toggle display properties panel

`bpy.ops.graph.sample()`
Add keyframes on every frame between the selected keyframes

`bpy.ops.graph.select_all_toggle(invert=False)`
Toggle selection of all keyframes

Parameters

- **invert** (*boolean, (optional)*) – Invert

`bpy.ops.graph.select_border(gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0, axis_range=False, include_handles=False)`
Select all keyframes within the specified region

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **axis_range** (*boolean, (optional)*) – Axis Range
- **include_handles** (*boolean, (optional)*) – Include Handles, Are handles tested individually against the selection criteria

`bpy.ops.graph.select_column(mode='KEYS')`
Select all keyframes on the specified frame(s)

Parameters

- **mode** (*enum in ['KEYS', 'CFRA', 'MARKERS_COLUMN', 'MARKERS_BETWEEN'], (optional)*) – Mode

`bpy.ops.graph.select_less()`
Deselect keyframes on ends of selection islands

`bpy.ops.graph.select_linked()`
Select keyframes occurring the same F-Curves as selected ones

`bpy.ops.graph.select_more()`
Select keyframes beside already selected ones

`bpy.ops.graph.smooth()`
Apply weighted moving means to make selected F-Curves less bumpy

`bpy.ops.graph.snap(type='CFRA')`
Snap selected keyframes to the chosen times/values

Parameters

- **type** (*enum in ['CFRA', 'VALUE', 'NEAREST_FRAME', 'NEAREST_SECOND', 'NEAREST_MARKER', 'HORIZONTAL'], (optional)*) – Type

`bpy.ops.graph.sound_bake` (*filepath=""*, *filter_blender=False*, *filter_image=False*, *filter_movie=True*, *filter_python=False*, *filter_font=False*, *filter_sound=True*, *filter_text=False*, *filter_btx=False*, *filter_collada=False*, *filter_folder=True*, *filemode=9*, *low=0.0*, *high=100000.0*, *attack=0.005*, *release=0.2*, *threshold=0.0*, *accumulate=False*, *use_additive=False*, *square=False*, *sthreshold=0.1*)

Bakes a sound wave to selected F-Curves

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **low** (*float in [0, 100000], (optional)*) – Lowest frequency
- **high** (*float in [0, 100000], (optional)*) – Highest frequency
- **attack** (*float in [0, 2], (optional)*) – Attack time
- **release** (*float in [0, 5], (optional)*) – Release time
- **threshold** (*float in [0, 1], (optional)*) – Threshold
- **accumulate** (*boolean, (optional)*) – Accumulate
- **use_additive** (*boolean, (optional)*) – Additive
- **square** (*boolean, (optional)*) – Square
- **sthreshold** (*float in [0, 1], (optional)*) – Square Threshold

`bpy.ops.graph.view_all` ()

Reset viewable area to show full keyframe range

1.2.20 Group Operators

`bpy.ops.group.create` (*name="Group"*)

Create an object group from selected objects

Parameters

- **name** (*string, (optional)*) – Name, Name of the new group

- `bpy.ops.group.objects_add_active()`
Add the object to an object group that contains the active object
- `bpy.ops.group.objects_remove()`
Remove selected objects from all groups
- `bpy.ops.group.objects_remove_active()`
Remove the object from an object group that contains the active object

1.2.21 Help Operators

- `bpy.ops.help.operator_cheat_sheet()`
Undocumented (contribute)
- File** `ui/space_info.py:396`

1.2.22 Image Operators

- `bpy.ops.image.curves_point_set(point='BLACK_POINT')`
Undocumented (contribute)
- Parameters**
- **point** (*enum in ['BLACK_POINT', 'WHITE_POINT'], (optional)*) – Point, Set black point or white point for curves.
- `bpy.ops.image.cycle_render_slot()`
Undocumented (contribute)
- `bpy.ops.image.external_edit(filepath=""`)
Edit image in an external application
- Parameters**
- **filepath** (*string, (optional)*) – File Path, Path to an image file
- File** `op/image.py:62`
- `bpy.ops.image.new(name="untitled", width=1024, height=1024, color=(0.0, 0.0, 0.0, 1.0), alpha=True, uv_test_grid=False, float=False)`
Undocumented (contribute)
- Parameters**
- **name** (*string, (optional)*) – Name, Image datablock name.
 - **width** (*int in [1, inf], (optional)*) – Width, Image width.
 - **height** (*int in [1, inf], (optional)*) – Height, Image height.
 - **color** (*float array of 4 items in [0, inf], (optional)*) – Color, Default fill color.
 - **alpha** (*boolean, (optional)*) – Alpha, Create an image with an alpha channel.
 - **uv_test_grid** (*boolean, (optional)*) – UV Test Grid, Fill the image with a grid for UV map testing.
 - **float** (*boolean, (optional)*) – 32 bit Float, Create image with 32 bit floating point bit depth.

`bpy.ops.image.open` (*filepath=""*, *filter_blender=False*, *filter_image=True*, *filter_movie=True*, *filter_python=False*, *filter_font=False*, *filter_sound=False*, *filter_text=False*, *filter_btx=False*, *filter_collada=False*, *filter_folder=True*, *filemode=9*, *relative_path=False*)

Undocumented ([contribute](#))

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file

`bpy.ops.image.pack` (*as_png=False*)

Pack an image as embedded data into the .blend file

Parameters

- **as_png** (*boolean, (optional)*) – Pack As PNG, Pack image as lossless PNG.

`bpy.ops.image.project_apply` ()

Project edited image back onto the object

File `op/image.py:182`

`bpy.ops.image.project_edit` ()

Edit a snapshot if the viewport in an external image editor

File `op/image.py:119`

`bpy.ops.image.properties` ()

Toggle display properties panel

`bpy.ops.image.record_composite` ()

Undocumented ([contribute](#))

`bpy.ops.image.reload` ()

Undocumented ([contribute](#))

`bpy.ops.image.replace` (*filepath=""*, *filter_blender=False*, *filter_image=True*, *filter_movie=True*, *filter_python=False*, *filter_font=False*, *filter_sound=False*, *filter_text=False*, *filter_btx=False*, *filter_collada=False*, *filter_folder=True*, *filemode=9*, *relative_path=False*)

Undocumented ([contribute](#))

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file

`bpy.ops.image.sample()`
Undocumented ([contribute](#))

`bpy.ops.image.sample_line(xstart=0, xend=0, ystart=0, yend=0, cursor=1002)`
Undocumented ([contribute](#))

Parameters

- **xstart** (*int in [-inf, inf], (optional)*) – X Start
- **xend** (*int in [-inf, inf], (optional)*) – X End
- **ystart** (*int in [-inf, inf], (optional)*) – Y Start
- **yend** (*int in [-inf, inf], (optional)*) – Y End
- **cursor** (*int in [0, inf], (optional)*) – Cursor, Mouse cursor style to use during the modal operator

`bpy.ops.image.save()`
Undocumented ([contribute](#))

`bpy.ops.image.save_as(file_type='PNG', filepath="", check_existing=True, filter_blender=False, filter_image=True, filter_movie=True, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=True, filemode=9, relative_path=False, copy=False)`

Undocumented ([contribute](#))

Parameters

- **file_type** (*enum in ['TARGA', 'TARGA RAW', 'PNG', 'BMP', 'JPEG', 'IRIS'], (optional)*) – File Type, File type to save image as.
- **filepath** (*string, (optional)*) – File Path, Path to file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files

- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **copy** (*boolean, (optional)*) – Copy, Create a new image file without modifying the current image in blender

`bpy.ops.image.save_dirty()`
Save all modified textures

File `op/image.py:96`

`bpy.ops.image.save_sequence()`
Undocumented ([contribute](#))

`bpy.ops.image.scopes()`
Toggle display scopes panel

`bpy.ops.image.toolbox()`
Undocumented ([contribute](#))

`bpy.ops.image.unpack(method='USE_LOCAL', image="")`
Save an image packed in the .blend file to disk

Parameters

- **method** (*enum in ['USE_LOCAL', 'WRITE_LOCAL', 'USE_ORIGINAL', 'WRITE_ORIGINAL'], (optional)*) – Method, How to unpack.
- **image** (*string, (optional)*) – Image Name, Image datablock name to unpack.

`bpy.ops.image.view_all()`
Undocumented ([contribute](#))

`bpy.ops.image.view_pan(offset=(0.0, 0.0))`
Undocumented ([contribute](#))

Parameters

- **offset** (*float array of 2 items in [-inf, inf], (optional)*) – Offset, Offset in floating point units, 1.0 is the width and height of the image.

`bpy.ops.image.view_selected()`
Undocumented ([contribute](#))

`bpy.ops.image.view_zoom(factor=0.0)`
Undocumented ([contribute](#))

Parameters

- **factor** (*float in [0, inf], (optional)*) – Factor, Zoom factor, values higher than 1.0 zoom in, lower values zoom out.

`bpy.ops.image.view_zoom_in()`
Undocumented ([contribute](#))

`bpy.ops.image.view_zoom_out()`
Undocumented ([contribute](#))

`bpy.ops.image.view_zoom_ratio(ratio=0.0)`
Undocumented ([contribute](#))

Parameters

- **ratio** (*float in [0, inf], (optional)*) – Ratio, Zoom ratio, 1.0 is 1:1, higher is zoomed in, lower is zoomed out.

1.2.23 Import_anim Operators

`bpy.ops.import_anim.bvh(filepath="", filter_glob="*.bvh", scale=0.1, frame_start=1, use_cyclic=False, rotate_mode='NATIVE')`
Load a OBJ Motion Capture File

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for importing the file
- **scale** (*float in [0.0001, 1e+06], (optional)*) – Scale, Scale the BVH by this value
- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Starting frame for the animation
- **use_cyclic** (*boolean, (optional)*) – Loop, Loop the animation playback
- **rotate_mode** (*enum in ['QUATERNION', 'NATIVE', 'XYZ', 'XZY', 'YXZ', 'YZX', 'ZXY', 'ZYX'], (optional)*) – Rotation, Rotation conversion.

File `op/io_anim_bvh/__init__.py:58`

1.2.24 Import_scene Operators

`bpy.ops.import_scene.autodesk_3ds(filepath="", filter_glob="*.3ds", constrain_size=10.0, use_image_search=True, use_apply_transform=True)`
Import from 3DS file format (.3ds)

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for importing the file
- **constrain_size** (*float in [0, 1000], (optional)*) – Size Constraint, Scale the model by 10 until it reaches the size constraint. Zero Disables.
- **use_image_search** (*boolean, (optional)*) – Image Search, Search subdirectories for any associated images (Warning, may be slow)
- **use_apply_transform** (*boolean, (optional)*) – Apply Transform, Workaround for object transformations importing incorrectly

File `op/io_scene_3ds/__init__.py:47`

```
bpy.ops.import_scene.obj (filepath="", filter_glob="*.obj;*.mtl", CREATE_SMOOTH_GROUPS=True, CREATE_FGONS=True, CREATE_EDGES=True, SPLIT_OBJECTS=True, SPLIT_GROUPS=True, ROTATE_X90=True, CLAMP_SIZE=0.0, POLYGROUPS=True, IMAGE_SEARCH=True)
```

Load a Wavefront OBJ File

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for importing the file
- **CREATE_SMOOTH_GROUPS** (*boolean, (optional)*) – Smooth Groups, Surround smooth groups by sharp edges
- **CREATE_FGONS** (*boolean, (optional)*) – NGons as FGons, Import faces with more than 4 verts as fgons
- **CREATE_EDGES** (*boolean, (optional)*) – Lines as Edges, Import lines and faces with 2 verts as edge
- **SPLIT_OBJECTS** (*boolean, (optional)*) – Object, Import OBJ Objects into Blender Objects
- **SPLIT_GROUPS** (*boolean, (optional)*) – Group, Import OBJ Groups into Blender Objects
- **ROTATE_X90** (*boolean, (optional)*) – -X90, Rotate X 90.
- **CLAMP_SIZE** (*float in [0, 1000], (optional)*) – Clamp Scale, Clamp the size to this maximum (Zero to Disable)
- **POLYGROUPS** (*boolean, (optional)*) – Poly Groups, Import OBJ groups as vertex groups.
- **IMAGE_SEARCH** (*boolean, (optional)*) – Image Search, Search subdirs for any associated images (Warning, may be slow)

File `op/io_scene_obj/__init__.py:57`

1.2.25 Import_shape Operators

```
bpy.ops.import_shape.mdd (filepath="", filter_glob="*.mdd", frame_start=0, frame_step=1)
```

Import MDD vertex keyframe file to shape keys

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath used for importing the file
- **frame_start** (*int in [-300000, 300000], (optional)*) – Start Frame, Start frame for inserting animation
- **frame_step** (*int in [1, 1000], (optional)*) – Step

File `op/io_shape_mdd/__init__.py:51`

1.2.26 Info Operators

```
bpy.ops.info.report_copy ()
```

Copy selected reports to Clipboard

```
bpy.ops.info.report_delete ()
```

Delete selected reports

`bpy.ops.info.report_replay()`
Replay selected reports

`bpy.ops.info.reports_display_update()`
Undocumented ([contribute](#))

`bpy.ops.info.select_all_toggle()`
(de)select all reports

`bpy.ops.info.select_border` (*gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0*)
Toggle border selection

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.info.select_pick` (*report_index=0*)
Select reports by index

Parameters

- **report_index** (*int in [0, inf], (optional)*) – Report, The index of the report.

1.2.27 Lamp Operators

`bpy.ops.lamp.sunsky_preset_add` (*name=""*, *remove_active=False*)
Add a Sky & Atmosphere Preset

Parameters

- **name** (*string, (optional)*) – Name, Name of the preset, used to make the path name

File `op/presets.py:43`

1.2.28 Lattice Operators

`bpy.ops.lattice.make_regular()`
Set UVW control points a uniform distance apart

`bpy.ops.lattice.select_all` (*action='TOGGLE'*)
Change selection of all UVW control points

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

1.2.29 Logic Operators

`bpy.ops.logic.actuator_add` (*type='', name=""*, *object=""*)
Add a actuator to the active object

Parameters

- **type** (*enum in [], (optional)*) – Type, Type of actuator to add
- **name** (*string, (optional)*) – Name, Name of the Actuator to add
- **object** (*string, (optional)*) – Object, Name of the Object to add the Actuator to

`bpy.ops.logic.actuator_move` (*actuator=""*, *object=""*, *direction='UP'*)
Move Actuator

Parameters

- **actuator** (*string, (optional)*) – Actuator, Name of the actuator to edit
- **object** (*string, (optional)*) – Object, Name of the object the actuator belongs to
- **direction** (*enum in ['UP', 'DOWN'], (optional)*) – Direction, Move Up or Down

`bpy.ops.logic.actuator_remove` (*actuator=""*, *object=""*)
Remove a actuator from the active object

Parameters

- **actuator** (*string, (optional)*) – Actuator, Name of the actuator to edit
- **object** (*string, (optional)*) – Object, Name of the object the actuator belongs to

`bpy.ops.logic.controller_add` (*type='LOGIC_AND'*, *name=""*, *object=""*)
Add a controller to the active object

Parameters

- **type** (*enum in ['LOGIC_AND', 'LOGIC_OR', 'LOGIC_NAND', 'LOGIC_NOR', 'LOGIC_XOR', 'LOGIC_XNOR', 'EXPRESSION', 'PYTHON'], (optional)*) – Type, Type of controller to add
- **name** (*string, (optional)*) – Name, Name of the Controller to add
- **object** (*string, (optional)*) – Object, Name of the Object to add the Controller to

`bpy.ops.logic.controller_move` (*controller=""*, *object=""*, *direction='UP'*)
Move Controller

Parameters

- **controller** (*string, (optional)*) – Controller, Name of the controller to edit
- **object** (*string, (optional)*) – Object, Name of the object the controller belongs to
- **direction** (*enum in ['UP', 'DOWN'], (optional)*) – Direction, Move Up or Down

`bpy.ops.logic.controller_remove` (*controller=""*, *object=""*)
Remove a controller from the active object

Parameters

- **controller** (*string, (optional)*) – Controller, Name of the controller to edit
- **object** (*string, (optional)*) – Object, Name of the object the controller belongs to

`bpy.ops.logic.links_cut` (*path=None*, *cursor=9*)
Remove logic brick connections

Parameters

- **path** (*Collection of OperatorMousePath, (optional)*) – path
- **cursor** (*int in [0, inf], (optional)*) – Cursor

`bpy.ops.logic.properties()`
Toggle display properties panel

`bpy.ops.logic.sensor_add(type='', name='', object='')`
Add a sensor to the active object

Parameters

- **type** (*enum in [], (optional)*) – Type, Type of sensor to add
- **name** (*string, (optional)*) – Name, Name of the Sensor to add
- **object** (*string, (optional)*) – Object, Name of the Object to add the Sensor to

`bpy.ops.logic.sensor_move(sensor='', object='', direction='UP')`
Move Densor

Parameters

- **sensor** (*string, (optional)*) – Sensor, Name of the sensor to edit
- **object** (*string, (optional)*) – Object, Name of the object the sensor belongs to
- **direction** (*enum in ['UP', 'DOWN'], (optional)*) – Direction, Move Up or Down

`bpy.ops.logic.sensor_remove(sensor='', object='')`
Remove a sensor from the active object

Parameters

- **sensor** (*string, (optional)*) – Sensor, Name of the sensor to edit
- **object** (*string, (optional)*) – Object, Name of the object the sensor belongs to

1.2.30 Marker Operators

`bpy.ops.marker.add()`
Add a new time marker

`bpy.ops.marker.camera_bind()`
Bind the active camera to selected markers(s)

`bpy.ops.marker.delete()`
Delete selected time marker(s)

`bpy.ops.marker.duplicate(frames=0)`
Duplicate selected time marker(s)

Parameters

- **frames** (*int in [-inf, inf], (optional)*) – Frames

`bpy.ops.marker.make_links_scene(scene='')`
Link markers to another scene

Parameters

- **scene** (*enum in [], (optional)*) – Scene

`bpy.ops.marker.move(frames=0)`
Move selected time marker(s)

Parameters

- **frames** (*int in [-inf, inf], (optional)*) – Frames

`bpy.ops.marker.select` (*extend=False, camera=False*)
Select time marker(s)

Parameters

- **extend** (*boolean, (optional)*) – Extend, extend the selection
- **camera** (*boolean, (optional)*) – Camera, Select the camera

`bpy.ops.marker.select_all` (*action='TOGGLE'*)
Change selection of all time markers

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.marker.select_border` (*gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0*)
Select all time markers using border selection

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

1.2.31 Material Operators

`bpy.ops.material.copy` ()
Copy the material settings and nodes

`bpy.ops.material.new` ()
Add a new material

`bpy.ops.material.paste` ()
Paste the material settings and nodes

`bpy.ops.material.sss_preset_add` (*name="" , remove_active=False*)
Add a Subsurface Scattering Preset

Parameters

- **name** (*string, (optional)*) – Name, Name of the preset, used to make the path name

File `op/presets.py:43`

1.2.32 Mball Operators

`bpy.ops.mball.delete_metaelems` ()
Delete selected metaelement(s)

`bpy.ops.mball.duplicate_metaelems` (*mode=1*)
Delete selected metaelement(s)

Parameters

- **mode** (*int in [0, inf], (optional)*) – Mode

`bpy.ops.mball.hide_metaelems` (*unselected=False*)
Hide (un)selected metaelement(s)

Parameters

- **unselected** (*boolean, (optional)*) – Unselected, Hide unselected rather than selected.

`bpy.ops.mball.reveal_metaelems` ()
Reveal all hidden metaelements

`bpy.ops.mball.select_all` (*action='TOGGLE'*)
Change selection of all meta elements

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.mball.select_inverse_metaelems` ()
Select inverse of (un)selected metaelements

`bpy.ops.mball.select_random_metaelems` (*percent=0.5*)
Randomly select metaelements

Parameters

- **percent** (*float in [0, 1], (optional)*) – Percent, Percentage of metaelems to select randomly.

1.2.33 Mesh Operators

`bpy.ops.mesh.beautify_fill` ()
Rearrange geometry on a selected surface to avoid skinny faces

`bpy.ops.mesh.blend_from_shape` (*shape='', blend=1.0, add=True*)
Blend in shape from a shape key

Parameters

- **shape** (*enum in [], (optional)*) – Shape, Shape key to use for blending.
- **blend** (*float in [-inf, inf], (optional)*) – Blend, Blending factor.
- **add** (*boolean, (optional)*) – Add, Add rather then blend between shapes.

`bpy.ops.mesh.colors_mirror` (*axis='X'*)
Mirror UV/image color layer

Parameters

- **axis** (*enum in ['X', 'Y'], (optional)*) – Axis, Axis to mirror colors around.

`bpy.ops.mesh.colors_rotate` (*direction='CW'*)
Rotate UV/image color layer

Parameters

- **direction** (*enum in ['CW', 'CCW'], (optional)*) – Direction, Direction to rotate edge around.

`bpy.ops.mesh.delete` (*type='VERT'*)
Delete selected vertices, edges or faces

Parameters

- **type** (*enum in ['VERT', 'EDGE', 'FACE', 'ALL', 'EDGE_FACE', 'ONLY_FACE', 'EDGE_LOOP'], (optional)*) – Type, Method used for deleting mesh data

`bpy.ops.mesh.delete_edgeloop()`
Delete an edge loop by merging the faces on each side to a single face loop

File `op/wm.py:32`

`bpy.ops.mesh.drop_named_image(name="Image", filepath="Path")`
Assigns Image to active UV layer, or creates a UV layer

Parameters

- **name** (*string, (optional)*) – Name, Image name to assign.
- **filepath** (*string, (optional)*) – Filepath, Path to image file

`bpy.ops.mesh.dupli_extrude_cursor(rotate_source=True)`
Duplicate and extrude selected vertices, edges or faces towards 3D Cursor

Parameters

- **rotate_source** (*boolean, (optional)*) – Rotate Source, Rotate initial selection giving better shape

`bpy.ops.mesh.duplicate(mode=1)`
Duplicate selected vertices, edges or faces

Parameters

- **mode** (*int in [0, inf], (optional)*) – Mode

`bpy.ops.mesh.duplicate_move(MESH_OT_duplicate=None, TRANSFORM_OT_translate=None)`
Undocumented ([contribute](#))

Parameters

- **MESH_OT_duplicate** (`MESH_OT_duplicate`, (*optional*)) – Duplicate, Duplicate selected vertices, edges or faces
- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate`, (*optional*)) – Translate, Translate selected items

`bpy.ops.mesh.edge_face_add()`
Add an edge or face to selected

`bpy.ops.mesh.edge_flip()`
Flip selected edge or adjoining faces

`bpy.ops.mesh.edge_rotate(direction='CW')`
Rotate selected edge or adjoining faces

Parameters

- **direction** (*enum in ['CW', 'CCW'], (optional)*) – Direction, Direction to rotate the edge around.

`bpy.ops.mesh.edgering_select(extend=False)`
Select an edge ring

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend the selection

`bpy.ops.mesh.edges_select_sharp(sharpness=0.01)`
Marked selected edges as sharp

Parameters

- **sharpness** (*float in [0, inf], (optional)*) – sharpness

`bpy.ops.mesh.extrude` (*type='REGION'*)

Extrude selected vertices, edges or faces

Parameters

- **type** (*enum in ['REGION', 'FACES', 'EDGES', 'VERTS'], (optional)*) – Type

`bpy.ops.mesh.extrude_edges_move` (*MESH_OT_extrude=None, TRANS-*
FORM_OT_translate=None)

Undocumented ([contribute](#))

Parameters

- **MESH_OT_extrude** (*MESH_OT_extrude, (optional)*) – Extrude, Extrude selected vertices, edges or faces
- **TRANSFORM_OT_translate** (*TRANSFORM_OT_translate, (optional)*) – Translate, Translate selected items

`bpy.ops.mesh.extrude_faces_move` (*MESH_OT_extrude=None, TRANS-*
FORM_OT_shrink_fatten=None)

Undocumented ([contribute](#))

Parameters

- **MESH_OT_extrude** (*MESH_OT_extrude, (optional)*) – Extrude, Extrude selected vertices, edges or faces
- **TRANSFORM_OT_shrink_fatten** (*TRANSFORM_OT_shrink_fatten, (optional)*) – Shrink/Fatten, Shrink/fatten selected vertices along normals

`bpy.ops.mesh.extrude_region_move` (*MESH_OT_extrude=None, TRANS-*
FORM_OT_translate=None)

Undocumented ([contribute](#))

Parameters

- **MESH_OT_extrude** (*MESH_OT_extrude, (optional)*) – Extrude, Extrude selected vertices, edges or faces
- **TRANSFORM_OT_translate** (*TRANSFORM_OT_translate, (optional)*) – Translate, Translate selected items

`bpy.ops.mesh.extrude_repeat` (*offset=2.0, steps=10*)

Extrude selected vertices, edges or faces repeatedly

Parameters

- **offset** (*float in [0, 100], (optional)*) – Offset
- **steps** (*int in [0, 180], (optional)*) – Steps

`bpy.ops.mesh.extrude_vertices_move` (*MESH_OT_extrude=None, TRANS-*
FORM_OT_translate=None)

Undocumented ([contribute](#))

Parameters

- **MESH_OT_extrude** (*MESH_OT_extrude, (optional)*) – Extrude, Extrude selected vertices, edges or faces
- **TRANSFORM_OT_translate** (*TRANSFORM_OT_translate, (optional)*) – Translate, Translate selected items

`bpy.ops.mesh.faces_mirror_uv` ()

Copy mirror UV coordinates on the X axis based on a mirrored mesh

File `op/mesh.py:78`

`bpy.ops.mesh.faces_select_interior()`
Select faces where all edges have more than 2 face users.

File `op/mesh.py:36`

`bpy.ops.mesh.faces_select_linked_flat(sharpness=0.0)`
Select linked faces by angle

Parameters

- **sharpness** (*float in [0, inf], (optional)*) – sharpness

`bpy.ops.mesh.faces_shade_flat()`
Display faces ‘flat’

`bpy.ops.mesh.faces_shade_smooth()`
Display faces ‘smooth’ (using vertex normals)

`bpy.ops.mesh.fgon_clear()`
Clear fgon from selected face

`bpy.ops.mesh.fgon_make()`
Make fgon from selected faces

`bpy.ops.mesh.fill()`
Create a segment, edge or face

`bpy.ops.mesh.flip_normals()`
Toggle the direction of selected face’s vertex and face normals

`bpy.ops.mesh.hide(unselected=False)`
Hide (un)selected vertices, edges or faces

Parameters

- **unselected** (*boolean, (optional)*) – Unselected, Hide unselected rather than selected.

`bpy.ops.mesh.knife_cut(type='EXACT', path=None, num_cuts=1, cursor=9)`
Cut selected edges and faces into parts

Parameters

- **type** (*enum in ['EXACT', 'MIDPOINTS', 'MULTICUT'], (optional)*) – Type
- **path** (Collection of `OperatorMousePath`, (optional)) – path
- **num_cuts** (*int in [1, 256], (optional)*) – Number of Cuts, Only for Multi-Cut
- **cursor** (*int in [0, inf], (optional)*) – Cursor

`bpy.ops.mesh.loop_multi_select(ring=False)`
Select a loop of connected edges by connection type

Parameters

- **ring** (*boolean, (optional)*) – Ring

`bpy.ops.mesh.loop_select(extend=False, ring=False)`
Select a loop of connected edges

Parameters

- **extend** (*boolean, (optional)*) – Extend Select
- **ring** (*boolean, (optional)*) – Select Ring

- **vertices** (*int in [-inf, inf], (optional)*) – Vertices
- **radius** (*float in [0, inf], (optional)*) – Radius
- **fill** (*boolean, (optional)*) – Fill
- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

```
bpy.ops.mesh.primitive_cone_add(vertices=32, radius=1.0, depth=2.0, cap_end=True,
view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False,
False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))
```

Construct a conic mesh (ends filled)

Parameters

- **vertices** (*int in [-inf, inf], (optional)*) – Vertices
- **radius** (*float in [0, inf], (optional)*) – Radius
- **depth** (*float in [0, inf], (optional)*) – Depth
- **cap_end** (*boolean, (optional)*) – Cap End
- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

```
bpy.ops.mesh.primitive_cube_add(view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False,
False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))
```

Construct a cube mesh

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.

- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

```
bpy.ops.mesh.primitive_cylinder_add(vertices=32, radius=1.0, depth=2.0, cap_ends=True,
view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))
```

Construct a cylinder mesh

Parameters

- **vertices** (*int in [-inf, inf], (optional)*) – Vertices
- **radius** (*float in [0, inf], (optional)*) – Radius
- **depth** (*float in [0, inf], (optional)*) – Depth
- **cap_ends** (*boolean, (optional)*) – Cap Ends
- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

```
bpy.ops.mesh.primitive_grid_add(x_subdivisions=10, y_subdivisions=10, size=1.0,
view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))
```

Construct a grid mesh

Parameters

- **x_subdivisions** (*int in [-inf, inf], (optional)*) – X Subdivisions
- **y_subdivisions** (*int in [-inf, inf], (optional)*) – Y Subdivisions
- **size** (*float in [0, inf], (optional)*) – Size
- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.mesh.primitive_ico_sphere_add` (*subdivisions=2, size=1.0, view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)*)

Construct an Icosphere mesh

Parameters

- **subdivisions** (*int in [0, inf], (optional)*) – Subdivisions
- **size** (*float in [0, inf], (optional)*) – Size
- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.mesh.primitive_monkey_add` (*view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)*)

Construct a Suzanne mesh

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.mesh.primitive_plane_add` (*view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)*)

Construct a filled planar mesh with 4 vertices

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object

`bpy.ops.mesh.quads_convert_to_tris()`
Convert selected quads to triangles

`bpy.ops.mesh.region_to_loop()`
Select a region as a loop of connected edges

`bpy.ops.mesh.remove_doubles(limit=0.0001)`
Remove duplicate vertices

Parameters

- **limit** (*float in [1e-06, 50], (optional)*) – Merge Threshold, Minimum distance between merged verts

`bpy.ops.mesh.reveal()`
Reveal all hidden vertices, edges and faces

`bpy.ops.mesh.rip(constraint_axis=(False, False, False), constraint_orientation='', mirror=False, release_confirm=False)`
Rip selection from mesh (quads only)

Parameters

- **constraint_axis** (*boolean array of 3 items, (optional)*) – Constraint Axis
- **constraint_orientation** (*enum in [], (optional)*) – Orientation, Transformation orientation
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.mesh.rip_move(MESH_OT_rip=None, TRANSFORM_OT_translate=None)`
Undocumented ([contribute](#))

Parameters

- **MESH_OT_rip** (*MESH_OT_rip, (optional)*) – Rip, Rip selection from mesh (quads only)
- **TRANSFORM_OT_translate** (*TRANSFORM_OT_translate, (optional)*) – Translate, Translate selected items

`bpy.ops.mesh.screw(steps=9, turns=1, center=(0.0, 0.0, 0.0), axis=(0.0, 0.0, 0.0))`
Extrude selected vertices in screw-shaped rotation around the cursor in indicated viewport

Parameters

- **steps** (*int in [0, inf], (optional)*) – Steps, Steps
- **turns** (*int in [0, inf], (optional)*) – Turns, Turns
- **center** (*float array of 3 items in [-inf, inf], (optional)*) – Center, Center in global view space
- **axis** (*float array of 3 items in [-1, 1], (optional)*) – Axis, Axis in global view space

`bpy.ops.mesh.select_all(action='TOGGLE')`
Change selection of all vertices, edges or faces

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.mesh.select_axis(mode='POSITIVE', axis='X_AXIS')`
Select all data in the mesh on a single axis

Parameters

- **mode** (*enum in ['POSITIVE', 'NEGATIVE', 'ALIGNED'], (optional)*) – Axis Mode, Axis side to use when selecting
- **axis** (*enum in ['X_AXIS', 'Y_AXIS', 'Z_AXIS'], (optional)*) – Axis, Select the axis to compare each vertex on

`bpy.ops.mesh.select_by_number_vertices` (*type='TRIANGLES'*)

Select vertices or faces by vertex count

Parameters

- **type** (*enum in ['TRIANGLES', 'QUADS', 'OTHER'], (optional)*) – Type, Type of elements to select.

`bpy.ops.mesh.select_inverse` ()

Select inverse of (un)selected vertices, edges or faces

`bpy.ops.mesh.select_less` ()

Select less vertices, edges or faces connected to initial selection

`bpy.ops.mesh.select_linked` (*limit=False*)

Select all vertices linked to the active mesh

Parameters

- **limit** (*boolean, (optional)*) – Limit by Seams, Limit selection by seam boundries (faces only)

`bpy.ops.mesh.select_linked_pick` (*deselect=False, limit=False*)

(un)select all vertices linked to the active mesh

Parameters

- **deselect** (*boolean, (optional)*) – Deselect
- **limit** (*boolean, (optional)*) – Limit by Seams, Limit selection by seam boundries (faces only)

`bpy.ops.mesh.select_mirror` (*extend=False*)

Select mesh items at mirrored locations

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend the existing selection

`bpy.ops.mesh.select_more` ()

Select more vertices, edges or faces connected to initial selection

`bpy.ops.mesh.select_non_manifold` ()

Select all non-manifold vertices or edges

`bpy.ops.mesh.select_nth` (*nth=2*)

Undocumented ([contribute](#))

Parameters

- **nth** (*int in [2, 100], (optional)*) – Nth Selection

`bpy.ops.mesh.select_random` (*percent=50.0, extend=False*)

Randomly select vertices

Parameters

- **percent** (*float in [0, 100], (optional)*) – Percent, Percentage of elements to select randomly.

- **extend** (*boolean, (optional)*) – Extend Selection, Extend selection instead of deselecting everything first.

`bpy.ops.mesh.select_shortest_path` (*extend=False*)

Select shortest path between two selections

Parameters

- **extend** (*boolean, (optional)*) – Extend Select

`bpy.ops.mesh.select_similar` (*type='NORMAL'*)

Select similar vertices, edges or faces by property types

Parameters

- **type** (*enum in ['NORMAL', 'FACE', 'VGROUP', 'LENGTH', 'DIR', 'FACE', 'FACE_ANGLE', 'CREASE', 'SEAM', 'SHARP', 'MATERIAL', 'IMAGE', 'AREA', 'PERIMETER', 'NORMAL', 'COPLANAR'], (optional)*) – Type

`bpy.ops.mesh.select_vertex_path` (*type='EDGE_LENGTH'*)

Select shortest path between two vertices by distance type

Parameters

- **type** (*enum in ['EDGE_LENGTH', 'TOPOLOGICAL'], (optional)*) – Type, Method to compute distance.

`bpy.ops.mesh.separate` (*type='SELECTED'*)

Separate selected geometry into a new mesh

Parameters

- **type** (*enum in ['SELECTED', 'MATERIAL', 'LOOSE'], (optional)*) – Type

`bpy.ops.mesh.shape_propagate_to_all` ()

Apply selected vertex locations to all other shape keys

`bpy.ops.mesh.solidify` (*thickness=0.01*)

Create a solid skin by extruding, compensating for sharp angles

Parameters

- **thickness** (*float in [-inf, inf], (optional)*) – Thickness

`bpy.ops.mesh.sort_faces` (*type='VIEW_AXIS'*)

The faces of the active Mesh Object are sorted, based on the current view.

Parameters

- **type** (*enum in ['VIEW_AXIS', 'CURSOR_DISTANCE', 'MATERIAL', 'SELECTION', 'RANDOMIZE'], (optional)*) – Type

`bpy.ops.mesh.spin` (*steps=9, dupli=False, degrees=90.0, center=(0.0, 0.0, 0.0), axis=(0.0, 0.0, 0.0)*)

Extrude selected vertices in a circle around the cursor in indicated viewport

Parameters

- **steps** (*int in [0, inf], (optional)*) – Steps, Steps
- **dupli** (*boolean, (optional)*) – Dupli, Make Duplicates
- **degrees** (*float in [-inf, inf], (optional)*) – Degrees, Degrees
- **center** (*float array of 3 items in [-inf, inf], (optional)*) – Center, Center in global view space
- **axis** (*float array of 3 items in [-1, 1], (optional)*) – Axis, Axis in global view space

`bpy.ops.mesh.split()`
Split selected geometry into separate disconnected mesh

`bpy.ops.mesh.sticky_add()`
Add sticky UV texture layer

`bpy.ops.mesh.sticky_remove()`
Remove sticky UV texture layer

`bpy.ops.mesh.subdivide` (*number_cuts=1*, *smoothness=0.0*, *fractal=0.0*, *corner_cut_pattern='INNER_VERTEX'*)
Subdivide selected edges

Parameters

- **number_cuts** (*int in [1, inf], (optional)*) – Number of Cuts
- **smoothness** (*float in [0, inf], (optional)*) – Smoothness, Smoothness factor.
- **fractal** (*float in [0, inf], (optional)*) – Fractal, Fractal randomness factor.
- **corner_cut_pattern** (*enum in ['PATH', 'INNER_VERTEX', 'FAN'], (optional)*) – Corner Cut Pattern, Topology pattern to use to fill a face after cutting across its corner

`bpy.ops.mesh.tris_convert_to_quads()`
Convert selected triangles to quads

`bpy.ops.mesh.uv_texture_add()`
Add UV texture layer

`bpy.ops.mesh.uv_texture_remove()`
Remove UV texture layer

`bpy.ops.mesh.uvs_mirror` (*axis='X'*)
Mirror selected UVs

Parameters

- **axis** (*enum in ['X', 'Y'], (optional)*) – Axis, Axis to mirror UVs around.

`bpy.ops.mesh.uvs_rotate` (*direction='CW'*)
Rotate selected UVs

Parameters

- **direction** (*enum in ['CW', 'CCW'], (optional)*) – Direction, Direction to rotate UVs around.

`bpy.ops.mesh.vertex_color_add()`
Add vertex color layer

`bpy.ops.mesh.vertex_color_remove()`
Remove vertex color layer

`bpy.ops.mesh.vertices_smooth` (*repeat=1*, *xaxis=True*, *yaxis=True*, *zaxis=True*)
Flatten angles of selected vertices

Parameters

- **repeat** (*int in [1, 100], (optional)*) – Smooth Iterations
- **xaxis** (*boolean, (optional)*) – X-Axis, Smooth along the X axis.
- **yaxis** (*boolean, (optional)*) – Y-Axis, Smooth along the Y axis.
- **zaxis** (*boolean, (optional)*) – Z-Axis, Smooth along the Z axis.

1.2.34 Nla Operators

`bpy.ops.nla.action_sync_length` (*active=True*)

Synchronise the length of the referenced Action with the lengths used in the strip

Parameters

- **active** (*boolean, (optional)*) – Active Strip Only, Only sync the active length for the active strip.

`bpy.ops.nla.actionclip_add` (*action=''*)

Add an Action-Clip strip (i.e. an NLA Strip referencing an Action) to the active track

Parameters

- **action** (*enum in [], (optional)*) – Action

`bpy.ops.nla.apply_scale` ()

Apply scaling of selected strips to their referenced Actions

`bpy.ops.nla.bake` (*frame_start=1, frame_end=250, step=1, only_selected=True*)

Bake animation to an Action

Parameters

- **frame_start** (*int in [1, 300000], (optional)*) – Start Frame, Start frame for baking
- **frame_end** (*int in [1, 300000], (optional)*) – End Frame, End frame for baking
- **step** (*int in [1, 120], (optional)*) – Frame Step, Frame Step
- **only_selected** (*boolean, (optional)*) – Only Selected

File `op/nla.py:150`

`bpy.ops.nla.channels_click` (*extend=False*)

Undocumented ([contribute](#))

Parameters

- **extend** (*boolean, (optional)*) – Extend Select

`bpy.ops.nla.clear_scale` ()

Reset scaling of selected strips

`bpy.ops.nla.click_select` (*left_right='OFF', extend=False*)

Undocumented ([contribute](#))

Parameters

- **left_right** (*enum in ['CHECK', 'OFF', 'LEFT', 'RIGHT'], (optional)*) – Left Right
- **extend** (*boolean, (optional)*) – Extend Select

`bpy.ops.nla.delete` ()

Delete selected strips

`bpy.ops.nla.delete_tracks` ()

Delete selected NLA-Tracks and the strips they contain

`bpy.ops.nla.duplicate` (*mode=1*)

Duplicate selected NLA-Strips, adding the new strips in new tracks above the originals

Parameters

- **mode** (*int in [0, inf], (optional)*) – Mode

`bpy.ops.nla.fmodifier_add` (*type='NULL', only_active=False*)
Add F-Modifier of the specified type to the selected NLA-Strips

Parameters

- **type** (*enum in ['NULL', 'GENERATOR', 'FNGENERATOR', 'ENVELOPE', 'CYCLES', 'NOISE', 'FILTER', 'LIMITS', 'STEPPED'], (optional)*) – Type
- **only_active** (*boolean, (optional)*) – Only Active, Only add F-Modifier of the specified type to the active strip.

`bpy.ops.nla.fmodifier_copy` ()
Copy the F-Modifier(s) of the active NLA-Strip

`bpy.ops.nla.fmodifier_paste` ()
Add copied F-Modifiers to the selected NLA-Strips

`bpy.ops.nla.meta_add` ()
Add new meta-strips incorporating the selected strips

`bpy.ops.nla.meta_remove` ()
Separate out the strips held by the selected meta-strips

`bpy.ops.nla.move_down` ()
Move selected strips down a track if there's room

`bpy.ops.nla.move_up` ()
Move selected strips up a track if there's room

`bpy.ops.nla.mute_toggle` ()
Mute or un-muted selected strips

`bpy.ops.nla.properties` ()
Toggle display properties panel

`bpy.ops.nla.select_all_toggle` (*invert=False*)
(De)Select all NLA-Strips

Parameters

- **invert** (*boolean, (optional)*) – Invert

`bpy.ops.nla.select_border` (*gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0, axis_range=False*)
Use box selection to grab NLA-Strips

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **axis_range** (*boolean, (optional)*) – Axis Range

`bpy.ops.nla.snap` (*type='CFRA'*)
Move start of strips to specified time

Parameters

- **type** (*enum in ['CFRA', 'NEAREST_FRAME', 'NEAREST_SECOND', 'NEAREST_MARKER'], (optional)*) – Type

`bpy.ops.nla.split()`
Split selected strips at their midpoints

`bpy.ops.nla.tracks_add(above_selected=False)`
Add NLA-Tracks above/after the selected tracks

Parameters

- **above_selected** (*boolean, (optional)*) – Above Selected, Add a new NLA Track above every existing selected one.

`bpy.ops.nla.transition_add()`
Add a transition strip between two adjacent selected strips

`bpy.ops.nla.tweakmode_enter()`
Enter tweaking mode for the action referenced by the active strip

`bpy.ops.nla.tweakmode_exit()`
Exit tweaking mode for the action referenced by the active strip

1.2.35 Node Operators

`bpy.ops.node.add_file(filepath="", filter_blender=False, filter_image=True, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=True, filemode=9, name="Image")`

Add a file node to the current node editor

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **name** (*string, (optional)*) – Name, Datablock name to assign.

`bpy.ops.node.backimage_move()`
Undocumented ([contribute](#))

`bpy.ops.node.backimage_zoom(factor=1.2)`
Undocumented ([contribute](#))

Parameters

- **factor** (*float in [0, 10], (optional)*) – Factor

`bpy.ops.node.delete()`
Delete selected nodes

`bpy.ops.node.duplicate()`
Duplicate the nodes

`bpy.ops.node.duplicate_move(NODE_OT_duplicate=None, TRANSFORM_OT_translate=None)`
Undocumented ([contribute](#))

Parameters

- **NODE_OT_duplicate** (`NODE_OT_duplicate`, (optional)) – Duplicate Nodes, Duplicate the nodes
- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate`, (optional)) – Translate, Translate selected items

`bpy.ops.node.group_edit()`
Edit node group

`bpy.ops.node.group_make()`
Make group from selected nodes

`bpy.ops.node.group_ungroup()`
Ungroup selected nodes

`bpy.ops.node.hide_socket_toggle()`
Toggle unused node socket display

`bpy.ops.node.hide_toggle()`
Toggle hiding of selected nodes

`bpy.ops.node.link()`
Undocumented ([contribute](#))

`bpy.ops.node.link_make(replace=False)`
Makes a link between selected output in input sockets

Parameters

- **replace** (*boolean, (optional)*) – Replace, Replace socket connections with the new links

`bpy.ops.node.link_viewer()`
Link to Viewer Node

`bpy.ops.node.links_cut(path=None, cursor=9)`
Undocumented ([contribute](#))

Parameters

- **path** (`Collection of OperatorMousePath`, (optional)) – path
- **cursor** (*int in [0, inf], (optional)*) – Cursor

`bpy.ops.node.mute_toggle()`
Toggle muting of the nodes

`bpy.ops.node.preview_toggle()`
Toggle preview display for selected nodes

`bpy.ops.node.properties()`
Toggles the properties panel display

`bpy.ops.node.read_fullsamplelayers ()`
Undocumented (contribute)

`bpy.ops.node.read_renderlayers ()`
Undocumented (contribute)

`bpy.ops.node.resize ()`
Undocumented (contribute)

`bpy.ops.node.select (mouse_x=0, mouse_y=0, extend=False)`
Undocumented (contribute)

Parameters

- **mouse_x** (*int in [-inf, inf], (optional)*) – Mouse X
- **mouse_y** (*int in [-inf, inf], (optional)*) – Mouse Y
- **extend** (*boolean, (optional)*) – Extend

`bpy.ops.node.select_all ()`
(De)select all nodes

`bpy.ops.node.select_border (gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0, tweak=False)`
Use box selection to select nodes

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **tweak** (*boolean, (optional)*) – Tweak, Only activate when mouse is not over a node - useful for tweak gesture

`bpy.ops.node.select_link_viewer (NODE_OT_select=None, NODE_OT_link_viewer=None)`
Undocumented (contribute)

Parameters

- **NODE_OT_select** (*NODE_OT_select, (optional)*) – Select
- **NODE_OT_link_viewer** (*NODE_OT_link_viewer, (optional)*) – Link to Viewer Node, Link to Viewer Node

`bpy.ops.node.select_linked_from ()`
Select nodes linked from the selected ones

`bpy.ops.node.select_linked_to ()`
Select nodes linked to the selected ones

`bpy.ops.node.select_same_type ()`
Select all the same type

`bpy.ops.node.select_same_type_next ()`
Select the next node of the same type.

`bpy.ops.node.select_same_type_prev ()`
Select the prev node of the same type.

`bpy.ops.node.show_cyclic_dependencies()`
Sort the nodes and show the cyclic dependencies between the nodes

`bpy.ops.node.view_all()`
Resize view so you can see all nodes

`bpy.ops.node.visibility_toggle(mouse_x=0, mouse_y=0)`
Handle clicks on node header buttons

Parameters

- **mouse_x** (*int in [-inf, inf], (optional)*) – Mouse X
- **mouse_y** (*int in [-inf, inf], (optional)*) – Mouse Y

1.2.36 Object Operators

`bpy.ops.object.add(type='EMPTY', view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))`

Add an object to the scene

Parameters

- **type** (*enum in ['MESH', 'CURVE', 'SURFACE', 'META', 'TEXT', 'ARMATURE', 'LATTICE', 'EMPTY', 'CAMERA', 'LAMP'], (optional)*) – Type
- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.object.add_named(linked=False, name="Cube")`
Add named object

Parameters

- **linked** (*boolean, (optional)*) – Linked, Duplicate object but not object data, linking to the original data.
- **name** (*string, (optional)*) – Name, Object name to add.

`bpy.ops.object.add_named_cursor(name="Cube", VIEW3D_OT_cursor3d=None, OBJECT_OT_add_named=None)`

Undocumented ([contribute](#))

Parameters

- **name** (*string, (optional)*) – Name, Object name to add.
- **VIEW3D_OT_cursor3d** (*VIEW3D_OT_cursor3d, (optional)*) – Set 3D Cursor, Set the location of the 3D cursor
- **OBJECT_OT_add_named** (*OBJECT_OT_add_named, (optional)*) – Add Named Object, Add named object

`bpy.ops.object.align` (*align_mode*='OPT_2', *relative_to*='OPT_4', *align_x*=False, *align_y*=False, *align_z*=False)

Align Objects

Parameters

- **align_mode** (*enum in ['OPT_1', 'OPT_2', 'OPT_3'], (optional)*) – Align Mode:
- **relative_to** (*enum in ['OPT_1', 'OPT_2', 'OPT_3', 'OPT_4'], (optional)*) – Relative To:
- **align_x** (*boolean, (optional)*) – Align X, Align in the X axis
- **align_y** (*boolean, (optional)*) – Align Y, Align in the Y axis
- **align_z** (*boolean, (optional)*) – Align Z, Align in the Z axis

File `op/object_align.py:270`

`bpy.ops.object.armature_add` (*view_align*=False, *enter_editmode*=False, *location*=(0.0, 0.0, 0.0), *rotation*=(0.0, 0.0, 0.0), *layers*=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))

Add an armature object to the scene

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.object.bake_image` ()

Bake image textures of selected objects

`bpy.ops.object.camera_add` (*view_align*=False, *enter_editmode*=False, *location*=(0.0, 0.0, 0.0), *rotation*=(0.0, 0.0, 0.0), *layers*=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))

Add a camera object to the scene

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.object.constraint_add` (*type*='')

Add a constraint to the active object

Parameters

- **type** (*enum in* [`'COPY_LOCATION'`, `'COPY_ROTATION'`, `'COPY_SCALE'`, `'COPY_TRANSFORMS'`, `'LIMIT_DISTANCE'`, `'LIMIT_LOCATION'`, `'LIMIT_ROTATION'`, `'LIMIT_SCALE'`, `'MAINTAIN_VOLUME'`, `'TRANSFORM'`, `'CLAMP_TO'`, `'DAMPED_TRACK'`, `'IK'`, `'LOCKED_TRACK'`, `'SPLINE_IK'`, `'STRETCH_TO'`, `'TRACK_TO'`, `'ACTION'`, `'CHILD_OF'`, `'FLOOR'`, `'FOLLOW_PATH'`, `'PIVOT'`, `'RIGID_BODY_JOINT'`, `'SCRIPT'`, `'SHRINKWRAP'`], (*optional*)) – Type

`bpy.ops.object.constraint_add_with_targets` (*type=''*)

Add a constraint to the active object, with target (where applicable) set to the selected Objects/Bones

Parameters

- **type** (*enum in* [`'COPY_LOCATION'`, `'COPY_ROTATION'`, `'COPY_SCALE'`, `'COPY_TRANSFORMS'`, `'LIMIT_DISTANCE'`, `'LIMIT_LOCATION'`, `'LIMIT_ROTATION'`, `'LIMIT_SCALE'`, `'MAINTAIN_VOLUME'`, `'TRANSFORM'`, `'CLAMP_TO'`, `'DAMPED_TRACK'`, `'IK'`, `'LOCKED_TRACK'`, `'SPLINE_IK'`, `'STRETCH_TO'`, `'TRACK_TO'`, `'ACTION'`, `'CHILD_OF'`, `'FLOOR'`, `'FOLLOW_PATH'`, `'PIVOT'`, `'RIGID_BODY_JOINT'`, `'SCRIPT'`, `'SHRINKWRAP'`], (*optional*)) – Type

`bpy.ops.object.constraints_clear` ()

Clear all the constraints for the active Object only

`bpy.ops.object.constraints_copy` ()

Copy constraints to other selected objects.

`bpy.ops.object.convert` (*target='MESH'*, *keep_original=False*)

Convert selected objects to another type

Parameters

- **target** (*enum in* [`'CURVE'`, `'MESH'`], (*optional*)) – Target, Type of object to convert to.
- **keep_original** (*boolean, (optional)*) – Keep Original, Keep original objects instead of replacing them.

`bpy.ops.object.delete` ()

Delete selected objects

`bpy.ops.object.drop_named_material` (*name="Material"*)

Undocumented ([contribute](#))

Parameters

- **name** (*string, (optional)*) – Name, Material name to assign.

`bpy.ops.object.duplicate` (*linked=False*, *mode=1*)

Duplicate selected objects

Parameters

- **linked** (*boolean, (optional)*) – Linked, Duplicate object but not object data, linking to the original data.
- **mode** (*int in* [`0`, `inf`], (*optional*)) – Mode

`bpy.ops.object.duplicate_move` (*OBJECT_OT_duplicate=None*, *TRANS-*

FORM_OT_translate=None)

Undocumented ([contribute](#))

Parameters

- **OBJECT_OT_duplicate** (*OBJECT_OT_duplicate, (optional)*) – Duplicate, Duplicate selected objects

- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate`, (optional)) – Translate, Translate selected items

`bpy.ops.object.duplicate_move_linked` (`OBJECT_OT_duplicate=None`, `TRANSFORM_OT_translate=None`)

Undocumented (contribute)

Parameters

- **OBJECT_OT_duplicate** (`OBJECT_OT_duplicate`, (optional)) – Duplicate, Duplicate selected objects
- **TRANSFORM_OT_translate** (`TRANSFORM_OT_translate`, (optional)) – Translate, Translate selected items

`bpy.ops.object.duplicates_make_real` ()

Make dupli objects attached to this object real

`bpy.ops.object.editmode_toggle` ()

Toggle object's editmode

`bpy.ops.object.effector_add` (`type='FORCE'`, `view_align=False`, `enter_editmode=False`, `location=(0.0, 0.0, 0.0)`, `rotation=(0.0, 0.0, 0.0)`, `layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)`)

Add an empty object with a physics effector to the scene

Parameters

- **type** (*enum in ['FORCE', 'WIND', 'VORTEX', 'MAGNET', 'HARMONIC', 'CHARGE', 'LENNARDJ', 'TEXTURE', 'GUIDE', 'BOID', 'TURBULENCE', 'DRAG'], (optional)*) – Type
- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.object.explode_refresh` (`modifier=""`)

Refresh data in the Explode modifier

Parameters

- **modifier** (*string, (optional)*) – Modifier, Name of the modifier to edit

`bpy.ops.object.game_property_clear` ()

Undocumented (contribute)

`bpy.ops.object.game_property_copy` (`operation='COPY'`, `property=''`)

Undocumented (contribute)

Parameters

- **operation** (*enum in ['REPLACE', 'MERGE', 'COPY'], (optional)*) – Operation
- **property** (*enum in [], (optional)*) – Property, Properties to copy

`bpy.ops.object.game_property_new()`
Undocumented (contribute)

`bpy.ops.object.game_property_remove(index=0)`
Undocumented (contribute)

Parameters

- **index** (*int in [0, inf], (optional)*) – Index, Property index to remove

`bpy.ops.object.group_add()`
Add an object to a new group

`bpy.ops.object.group_instance_add(group='', view_align=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))`

Add a dupligroup instance

Parameters

- **group** (*enum in [], (optional)*) – Group
- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.object.group_link(group='')`
Add an object to an existing group

Parameters

- **group** (*enum in [], (optional)*) – Group

`bpy.ops.object.group_remove()`
Undocumented (contribute)

`bpy.ops.object.hide_render_clear()`
Reveal the render object by setting the hide render flag

`bpy.ops.object.hide_render_clear_all()`
Reveal all render objects by setting the hide render flag

File `op/object.py:559`

`bpy.ops.object.hide_render_set(unselected=False)`
Hide the render object by setting the hide render flag

Parameters

- **unselected** (*boolean, (optional)*) – Unselected, Hide unselected rather than selected objects.

`bpy.ops.object.hide_view_clear()`
Reveal the object by setting the hide flag

`bpy.ops.object.hide_view_set(unselected=False)`
Hide the object by setting the hide flag

Parameters

- **unselected** (*boolean, (optional)*) – Unselected, Hide unselected rather than selected objects.

`bpy.ops.object.hook_add_newob()`
Hook selected vertices to the first selected Object

`bpy.ops.object.hook_add_selob()`
Hook selected vertices to the first selected Object

`bpy.ops.object.hook_assign(modifier='')`
Assign the selected vertices to a hook

Parameters

- **modifier** (*enum in [], (optional)*) – Modifier, Modifier number to assign to.

`bpy.ops.object.hook_recenter(modifier='')`
Set hook center to cursor position

Parameters

- **modifier** (*enum in [], (optional)*) – Modifier, Modifier number to assign to.

`bpy.ops.object.hook_remove(modifier='')`
Remove a hook from the active object

Parameters

- **modifier** (*enum in [], (optional)*) – Modifier, Modifier number to remove.

`bpy.ops.object.hook_reset(modifier='')`
Recalculate and clear offset transformation

Parameters

- **modifier** (*enum in [], (optional)*) – Modifier, Modifier number to assign to.

`bpy.ops.object.hook_select(modifier='')`
Selects effected vertices on mesh

Parameters

- **modifier** (*enum in [], (optional)*) – Modifier, Modifier number to remove.

`bpy.ops.object.isolate_type_render()`
Hide unselected render objects of same type as active by setting the hide render flag

File `op/object.py:538`

`bpy.ops.object.join()`
Join selected objects into active object

`bpy.ops.object.join_shapes()`
Merge selected objects to shapes of active object

`bpy.ops.object.join_uvsv()`
Copy UV Layout to objects with matching geometry

File `op/object.py:459`

`bpy.ops.object.lamp_add(type='POINT', view_align=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))`

Add a lamp object to the scene

Parameters

- **type** (*enum in ['POINT', 'SUN', 'SPOT', 'HEMI', 'AREA'], (optional)*) – Type

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.object.location_apply()`
Apply the object's location to its data

`bpy.ops.object.location_clear()`
Clear the object's location

`bpy.ops.object.logic_bricks_copy()`
Copy logic bricks to other selected objects.

`bpy.ops.object.make_dupli_face()`
Make linked objects into dupli-faces

File `op/object.py:527`

`bpy.ops.object.make_links_data(type='OBDATA')`
Make links from the active object to other selected objects

Parameters

- **type** (*enum in ['OBDATA', 'MATERIAL', 'ANIMATION', 'DUPLIGROUP', 'MODIFIERS'], (optional)*) – Type

`bpy.ops.object.make_links_scene(scene='')`
Make linked data local to each object

Parameters

- **scene** (*enum in [], (optional)*) – Scene

`bpy.ops.object.make_local(type='SELECTED_OBJECTS')`
Make library linked datablocks local to this file

Parameters

- **type** (*enum in ['SELECTED_OBJECTS', 'SELECTED_OBJECTS_DATA', 'ALL'], (optional)*) – Type

`bpy.ops.object.make_single_user(type='SELECTED_OBJECTS', object=False, obdata=False, material=False, texture=False, animation=False)`
Make linked data local to each object

Parameters

- **type** (*enum in ['SELECTED_OBJECTS', 'ALL'], (optional)*) – Type
- **object** (*boolean, (optional)*) – Object, Make single user objects
- **obdata** (*boolean, (optional)*) – Object Data, Make single user object data
- **material** (*boolean, (optional)*) – Materials, Make materials local to each datablock
- **texture** (*boolean, (optional)*) – Textures, Make textures local to each material
- **animation** (*boolean, (optional)*) – Animation Data, Make animation data local to each object

`bpy.ops.object.material_slot_add()`
Add a new material slot or duplicate the selected one

`bpy.ops.object.material_slot_assign()`
Assign the material in the selected material slot to the selected vertices

`bpy.ops.object.material_slot_copy()`
Copies materials to other selected objects

`bpy.ops.object.material_slot_deselect()`
Deselect vertices assigned to the selected material slot

`bpy.ops.object.material_slot_remove()`
Remove the selected material slot

`bpy.ops.object.material_slot_select()`
Select vertices assigned to the selected material slot

`bpy.ops.object.meshdeform_bind(modifier="")`
Bind mesh to cage in mesh deform modifier

Parameters

- **modifier** (*string, (optional)*) – Modifier, Name of the modifier to edit

`bpy.ops.object.metaball_add(type='BALL', view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))`
Add an metaball object to the scene

Parameters

- **type** (*enum in ['BALL', 'CAPSULE', 'PLANE', 'ELLIPSOID', 'CUBE'], (optional)*) – Primitive
- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.object.mode_set(mode='OBJECT', toggle=False)`
Sets the object interaction mode

Parameters

- **mode** (*enum in ['OBJECT', 'EDIT', 'SCULPT', 'VERTEX_PAINT', 'WEIGHT_PAINT', 'TEXTURE_PAINT', 'PARTICLE_EDIT', 'POSE'], (optional)*) – Mode
- **toggle** (*boolean, (optional)*) – Toggle

`bpy.ops.object.modifier_add(type='SUBSURF')`
Add a modifier to the active object

Parameters

- **type** (enum in ['ARRAY', 'BEVEL', 'BOOLEAN', 'BUILD', 'DECIMATE', 'EDGE_SPLIT', 'MASK', 'MIRROR', 'MULTIRES', 'SCREW', 'SOLIDIFY', 'SUBSURF', 'UV_PROJECT', 'ARMATURE', 'CAST', 'CURVE', 'DISPLACE', 'HOOK', 'LATTICE', 'MESH_DEFORM', 'SHRINKWRAP', 'SIMPLE_DEFORM', 'SMOOTH', 'WAVE', 'CLOTH', 'COLLISION', 'EXPLODE', 'FLUID_SIMULATION', 'PARTICLE_INSTANCE', 'PARTICLE_SYSTEM', 'SMOKE', 'SOFT_BODY', 'SURFACE'], (optional)) – Type

`bpy.ops.object.modifier_apply` (*apply_as*='DATA', *modifier*="")
Apply modifier and remove from the stack

Parameters

- **apply_as** (enum in ['DATA', 'SHAPE'], (optional)) – Apply as, How to apply the modifier to the geometry
- **modifier** (string, (optional)) – Modifier, Name of the modifier to edit

`bpy.ops.object.modifier_convert` (*modifier*="")
Convert particles to a mesh object

Parameters

- **modifier** (string, (optional)) – Modifier, Name of the modifier to edit

`bpy.ops.object.modifier_copy` (*modifier*="")
Duplicate modifier at the same position in the stack

Parameters

- **modifier** (string, (optional)) – Modifier, Name of the modifier to edit

`bpy.ops.object.modifier_move_down` (*modifier*="")
Move modifier down in the stack

Parameters

- **modifier** (string, (optional)) – Modifier, Name of the modifier to edit

`bpy.ops.object.modifier_move_up` (*modifier*="")
Move modifier up in the stack

Parameters

- **modifier** (string, (optional)) – Modifier, Name of the modifier to edit

`bpy.ops.object.modifier_remove` (*modifier*="")
Remove a modifier from the active object

Parameters

- **modifier** (string, (optional)) – Modifier, Name of the modifier to edit

`bpy.ops.object.move_to_layer` (*layers*=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))
Move the object to different layers

Parameters

- **layers** (boolean array of 20 items, (optional)) – Layer

`bpy.ops.object.multires_external_pack` ()
Pack displacements from an external file

```
bpy.ops.object.multires_external_save(filepath="", check_existing=True, filter_blender=False, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=True, filter_collada=False, filter_folder=True, filemode=9, relative_path=False, modifier="")
```

Save displacements to an external file

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **modifier** (*string, (optional)*) – Modifier, Name of the modifier to edit

```
bpy.ops.object.multires_higher_levels_delete(modifier="")  
Undocumented (contribute)
```

Parameters

- **modifier** (*string, (optional)*) – Modifier, Name of the modifier to edit

```
bpy.ops.object.multires_reshape(modifier="")  
Copy vertex coordinates from other object
```

Parameters

- **modifier** (*string, (optional)*) – Modifier, Name of the modifier to edit

```
bpy.ops.object.multires_subdivide(modifier="")  
Add a new level of subdivision
```

Parameters

- **modifier** (*string, (optional)*) – Modifier, Name of the modifier to edit

```
bpy.ops.object.origin_clear()  
Clear the object's origin
```

`bpy.ops.object.origin_set` (*type*='GEOMETRY_ORIGIN', *center*='MEDIAN')

Set the object's origin, by either moving the data, or set to center of data, or use 3d cursor

Parameters

- **type** (*enum in* ['GEOMETRY_ORIGIN', 'ORIGIN_GEOMETRY', 'ORIGIN_CURSOR'], (*optional*)) – Type
- **center** (*enum in* ['MEDIAN', 'BOUNDS'], (*optional*)) – Center

`bpy.ops.object.parent_clear` (*type*='CLEAR')

Clear the object's parenting

Parameters

- **type** (*enum in* ['CLEAR', 'CLEAR_KEEP_TRANSFORM', 'CLEAR_INVERSE'], (*optional*)) – Type

`bpy.ops.object.parent_no_inverse_set` ()

Set the object's parenting without setting the inverse parent correction

`bpy.ops.object.parent_set` (*type*='OBJECT')

Set the object's parenting

Parameters

- **type** (*enum in* ['OBJECT', 'ARMATURE', 'ARMATURE_NAME', 'ARMATURE_AUTO', 'ARMATURE_ENVELOPE', 'BONE', 'CURVE', 'FOLLOW', 'PATH_CONST', 'LATTICE', 'VERTEX', 'TRIA'], (*optional*)) – Type

`bpy.ops.object.particle_system_add` ()

Add a particle system

`bpy.ops.object.particle_system_remove` ()

Remove the selected particle system

`bpy.ops.object.paths_calculate` ()

Calculate paths for the selected bones

`bpy.ops.object.paths_clear` ()

Clear path caches for selected bones

`bpy.ops.object.posemode_toggle` ()

Enables or disables posing/selecting bones

`bpy.ops.object.proxy_make` (*object*="", *type*='DEFAULT')

Add empty object to become local replacement data of a library-linked object

Parameters

- **object** (*string, (optional)*) – Proxy Object, Name of lib-linked/grouped object to make a proxy for.
- **type** (*enum in* ['DEFAULT'], (*optional*)) – Type, Group object

`bpy.ops.object.randomize_transform` (*random_seed*=0, *use_loc*=True, *loc*=(0.0, 0.0, 0.0), *use_rot*=True, *rot*=(0.0, 0.0, 0.0), *use_scale*=True, *scale_even*=False, *scale_min*=0.15, *scale*=(0.0, 0.0, 0.0))

Randomize objects loc/rot/scale

Parameters

- **random_seed** (*int in* [0, 1000], (*optional*)) – Random Seed, Seed value for the random generator
- **use_loc** (*boolean, (optional)*) – Randomize Location, Randomize the scale values

- **loc** (*float array of 3 items in [-100, 100], (optional)*) – Location, Maximum distance the objects can spread over each axis
- **use_rot** (*boolean, (optional)*) – Randomize Rotation, Randomize the rotation values
- **rot** (*float array of 3 items in [-180, 180], (optional)*) – Rotation, Maximum rotation over each axis
- **use_scale** (*boolean, (optional)*) – Randomize Scale, Randomize the scale values
- **scale_even** (*boolean, (optional)*) – Scale Even, Use the same scale value for all axis
- **scale_min** (*float in [-1, 1], (optional)*) – Minimum Scale Factor, Lowest scale percentage possible
- **scale** (*float array of 3 items in [-100, 100], (optional)*) – Scale, Maximum scale randomization over each axis

File `op/object_randomize_transform.py:120`

`bpy.ops.object.rotation_apply()`
Apply the object's rotation to its data

`bpy.ops.object.rotation_clear()`
Clear the object's rotation

`bpy.ops.object.scale_apply()`
Apply the object's scale to its data

`bpy.ops.object.scale_clear()`
Clear the object's scale

`bpy.ops.object.select_all(action='TOGGLE')`
Change selection of all visible objects in scene

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.object.select_by_layer(extend=False, layers=1)`
Select all visible objects on a layer

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.
- **layers** (*int in [1, 20], (optional)*) – Layer

`bpy.ops.object.select_by_type(extend=False, type='MESH')`
Select all visible objects that are of a type

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.
- **type** (*enum in ['MESH', 'CURVE', 'SURFACE', 'META', 'TEXT', 'ARMATURE', 'LATTICE', 'EMPTY', 'CAMERA', 'LAMP'], (optional)*) – Type

`bpy.ops.object.select_camera()`
Select object matching a naming pattern

File `op/object.py:84`

`bpy.ops.object.select_grouped` (*extend=False*, *type='CHILDREN_RECURSIVE'*)

Select all visible objects grouped by various properties

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.
- **type** (*enum in ['CHILDREN_RECURSIVE', 'CHILDREN', 'PARENT', 'SIBLINGS', 'TYPE', 'LAYER', 'GROUP', 'HOOK', 'PASS', 'COLOR', 'PROPERTIES'], (optional)*) – Type

`bpy.ops.object.select_hierarchy` (*direction='PARENT'*, *extend=False*)

Select object relative to the active objects position in the hierarchy

Parameters

- **direction** (*enum in ['PARENT', 'CHILD'], (optional)*) – Direction, Direction to select in the hierarchy
- **extend** (*boolean, (optional)*) – Extend, Extend the existing selection

File `op/object.py:114`

`bpy.ops.object.select_inverse` ()

Invert selection of all visible objects

`bpy.ops.object.select_linked` (*extend=False*, *type='OBDATA'*)

Select all visible objects that are linked

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.
- **type** (*enum in ['OBDATA', 'MATERIAL', 'TEXTURE', 'DUPGROUP', 'PARTICLE', 'LIBRARY', 'LIBRARY_OBDATA'], (optional)*) – Type

`bpy.ops.object.select_mirror` (*extend=False*)

Select the Mirror objects of the selected object eg. L.sword -> R.sword

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.

`bpy.ops.object.select_name` (*name=""*, *extend=False*)

Select an object with this name

Parameters

- **name** (*string, (optional)*) – Name, Object name to select.
- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.

`bpy.ops.object.select_pattern` (*pattern="**"*, *case_sensitive=False*, *extend=True*)

Select object matching a naming pattern

Parameters

- **pattern** (*string, (optional)*) – Pattern, Name filter using '*' and '?' wildcard chars
- **case_sensitive** (*boolean, (optional)*) – Case Sensitive, Do a case sensitive compare
- **extend** (*boolean, (optional)*) – Extend, Extend the existing selection

File `op/object.py:35`

`bpy.ops.object.select_random` (*percent=50.0, extend=False*)
Set select on random visible objects

Parameters

- **percent** (*float in [0, 100], (optional)*) – Percent, Percentage of objects to select randomly
- **extend** (*boolean, (optional)*) – Extend Selection, Extend selection instead of deselecting everything first.

`bpy.ops.object.select_same_group` (*group=""*)
Select object in the same group

Parameters

- **group** (*string, (optional)*) – Group, Name of the group to select.

`bpy.ops.object.shade_flat` ()
Undocumented ([contribute](#))

`bpy.ops.object.shade_smooth` ()
Undocumented ([contribute](#))

`bpy.ops.object.shape_key_add` (*from_mix=True*)
Add shape key to the object

Parameters

- **from_mix** (*boolean, (optional)*) – From Mix, Create the new shape key from the existing mix of keys.

`bpy.ops.object.shape_key_clear` ()
Clear weights for all shape keys

`bpy.ops.object.shape_key_mirror` ()
Undocumented ([contribute](#))

`bpy.ops.object.shape_key_move` (*type='UP'*)
Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['UP', 'DOWN'], (optional)*) – Type

`bpy.ops.object.shape_key_remove` ()
Remove shape key from the object

`bpy.ops.object.shape_key_transfer` (*mode='OFFSET', use_clamp=False*)
Copy another selected objects active shape to this one by applying the relative offsets

Parameters

- **mode** (*enum in ['OFFSET', 'RELATIVE_FACE', 'RELATIVE_EDGE'], (optional)*) – Transformation Mode, Method to apply relative shape positions to the new shape
- **use_clamp** (*boolean, (optional)*) – Clamp Offset, Clamp the transformation to the distance each vertex moves in the original shape.

File `op/object.py:385`

`bpy.ops.object.slow_parent_clear` ()
Clear the object's slow parent

`bpy.ops.object.slow_parent_set()`
Set the object's slow parent

`bpy.ops.object.subdivision_set(level=1, relative=False)`
Sets a Subdivision Surface Level (1-5)

Parameters

- **level** (*int in [-100, 100], (optional)*) – Level
- **relative** (*boolean, (optional)*) – Relative, Apply the subsurf level as an offset relative to the current level

File `op/object.py:173`

`bpy.ops.object.text_add(view_align=False, enter_editmode=False, location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))`

Add a text object to the scene

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

`bpy.ops.object.track_clear(type='CLEAR')`
Clear tracking constraint or flag from object

Parameters

- **type** (*enum in ['CLEAR', 'CLEAR_KEEP_TRANSFORM'], (optional)*) – Type

`bpy.ops.object.track_set(type='DAMPTRACK')`
Make the object track another object, either by constraint or old way or locked track

Parameters

- **type** (*enum in ['DAMPTRACK', 'TRACKTO', 'LOCKTRACK'], (optional)*) – Type

`bpy.ops.object.vertex_group_add()`
Undocumented (`contribute`)

`bpy.ops.object.vertex_group_assign(new=False)`
Undocumented (`contribute`)

Parameters

- **new** (*boolean, (optional)*) – New, Assign vertex to new vertex group.

`bpy.ops.object.vertex_group_blend()`
Undocumented (`contribute`)

`bpy.ops.object.vertex_group_clean(limit=0.01, all_groups=False, keep_single=False)`
Remove Vertex Group assignments which aren't required

Parameters

- **limit** (*float in [0, 1], (optional)*) – Limit, Remove weights under this limit.
- **all_groups** (*boolean, (optional)*) – All Groups, Clean all vertex groups.
- **keep_single** (*boolean, (optional)*) – Keep Single, Keep verts assigned to at least one group when cleaning.

`bpy.ops.object.vertex_group_copy()`
Undocumented ([contribute](#))

`bpy.ops.object.vertex_group_copy_to_linked()`
Copy Vertex Groups to all users of the same Geometry data

`bpy.ops.object.vertex_group_copy_to_selected()`
Copy Vertex Groups to other selected objects with matching indices

`bpy.ops.object.vertex_group_deselect()`
Undocumented ([contribute](#))

`bpy.ops.object.vertex_group_invert(auto_assign=True, auto_remove=True)`
Undocumented ([contribute](#))

Parameters

- **auto_assign** (*boolean, (optional)*) – Add Weights, Add verts from groups that have zero weight before inverting.
- **auto_remove** (*boolean, (optional)*) – Remove Weights, Remove verts from groups that have zero weight after inverting.

`bpy.ops.object.vertex_group_levels(offset=0.0, gain=1.0)`
Undocumented ([contribute](#))

Parameters

- **offset** (*float in [-1, 1], (optional)*) – Offset, Value to add to weights.
- **gain** (*float in [0, inf], (optional)*) – Gain, Value to multiply weights by.

`bpy.ops.object.vertex_group_mirror(mirror_weights=True, flip_group_names=True)`
Mirror all vertex groups, flip weights and/or names, editing only selected vertices, flipping when both sides are selected otherwise copy from unselected

Parameters

- **mirror_weights** (*boolean, (optional)*) – Mirror Weights, Mirror weights.
- **flip_group_names** (*boolean, (optional)*) – Flip Groups, Flip vertex group names.

`bpy.ops.object.vertex_group_move(direction='UP')`
Undocumented ([contribute](#))

Parameters

- **direction** (*enum in ['UP', 'DOWN'], (optional)*) – Direction, Direction to move, UP or DOWN

`bpy.ops.object.vertex_group_normalize()`
Undocumented ([contribute](#))

`bpy.ops.object.vertex_group_normalize_all(lock_active=True)`
Undocumented ([contribute](#))

Parameters

- **lock_active** (*boolean, (optional)*) – Lock Active, Keep the values of the active group while normalizing others.

`bpy.ops.object.vertex_group_remove` (*all=False*)
Undocumented ([contribute](#))

Parameters

- **all** (*boolean, (optional)*) – All, Remove from all vertex groups.

`bpy.ops.object.vertex_group_remove_from` (*all=False*)
Undocumented ([contribute](#))

Parameters

- **all** (*boolean, (optional)*) – All, Remove from all vertex groups.

`bpy.ops.object.vertex_group_select` ()
Undocumented ([contribute](#))

`bpy.ops.object.vertex_group_set_active` (*group=''*)
Set the active vertex group

Parameters

- **group** (*enum in [], (optional)*) – Group, Vertex group to set as active.

`bpy.ops.object.vertex_group_sort` ()
Sorts vertex groups alphabetically

`bpy.ops.object.vertex_parent_set` ()
Parent selected objects to the selected vertices

`bpy.ops.object.visual_transform_apply` ()
Apply the object's visual transformation to its data

1.2.37 Outliner Operators

`bpy.ops.outliner.data_operation` (*type='SELECT'*)
Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['SELECT', 'DESELECT', 'HIDE', 'UNHIDE'], (optional)*) – Data Operation

`bpy.ops.outliner.drivers_add_selected` ()
Add drivers to selected items

`bpy.ops.outliner.drivers_delete_selected` ()
Delete drivers assigned to selected items

`bpy.ops.outliner.expanded_toggle` ()
Expand/Collapse all items

`bpy.ops.outliner.group_operation` (*type='UNLINK'*)
Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['UNLINK', 'LOCAL', 'LINK', 'TOGVIS', 'TOGSEL', 'TOGREN'], (optional)*) – Group Operation

`bpy.ops.outliner.id_operation` (*type='UNLINK'*)
Undocumented (contribute)

Parameters

- **type** (*enum in ['UNLINK', 'LOCAL'], (optional)*) – ID data Operation

`bpy.ops.outliner.item_activate` (*extend=True*)
Undocumented (contribute)

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection for activation.

`bpy.ops.outliner.item_openclose` (*all=True*)
Undocumented (contribute)

Parameters

- **all** (*boolean, (optional)*) – All, Close or open all items.

`bpy.ops.outliner.item_rename` ()
Undocumented (contribute)

`bpy.ops.outliner.keyingset_add_selected` ()
Undocumented (contribute)

`bpy.ops.outliner.keyingset_remove_selected` ()
Undocumented (contribute)

`bpy.ops.outliner.object_operation` (*type='SELECT'*)
Undocumented (contribute)

Parameters

- **type** (*enum in ['SELECT', 'DESELECT', 'DELETE', 'TOGVIS', 'TOGSEL', 'TOGREN'], (optional)*) – Object Operation

`bpy.ops.outliner.operation` ()
Undocumented (contribute)

`bpy.ops.outliner.renderability_toggle` ()
Toggle the renderability of selected items

`bpy.ops.outliner.selectability_toggle` ()
Toggle the selectability

`bpy.ops.outliner.selected_toggle` ()
Toggle the Outliner selection of items

`bpy.ops.outliner.show_active` ()
Adjust the view so that the active Object is shown centered

`bpy.ops.outliner.show_hierarchy` ()
Open all object entries and close all others

`bpy.ops.outliner.show_one_level` (*open=True*)
Undocumented (contribute)

Parameters

- **open** (*boolean, (optional)*) – Open, Expand all entries one level deep.

`bpy.ops.outliner.visibility_toggle` ()
Toggle the visibility of selected items

1.2.38 Paint Operators

`bpy.ops.paint.clone_cursor_set` (*location=(0.0, 0.0, 0.0)*)
Undocumented ([contribute](#))

Parameters

- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Cursor location in world space coordinates.

`bpy.ops.paint.face_select_all` (*action='TOGGLE'*)
Change selection for all faces

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.paint.face_select_linked`()
Select linked faces

`bpy.ops.paint.face_select_linked_pick` (*extend=False*)
Select linked faces

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend the existing selection

`bpy.ops.paint.grab_clone` (*delta=(0.0, 0.0)*)
Undocumented ([contribute](#))

Parameters

- **delta** (*float array of 2 items in [-inf, inf], (optional)*) – Delta, Delta offset of clone image in 0.0..1.0 coordinates.

`bpy.ops.paint.image_from_view` (*filepath=""*)
Make an image from the current 3D view for re-projection

Parameters

- **filepath** (*string, (optional)*) – File Path, Name of the file

`bpy.ops.paint.image_paint` (*stroke=None*)
Undocumented ([contribute](#))

Parameters

- **stroke** (Collection of `OperatorStrokeElement`, (optional)) – Stroke

`bpy.ops.paint.image_paint_radial_control` (*initial_value=0.0, new_value=0.0, mode='SIZE', initial_mouse=(0, 0), color=(1.0, 1.0, 1.0, 0.5), texture_color=(1.0, 1.0, 1.0, 1.0)*)
Undocumented ([contribute](#))

Parameters

- **initial_value** (*float in [0, inf], (optional)*) – Initial Value
- **new_value** (*float in [0, inf], (optional)*) – New Value
- **mode** (*enum in ['SIZE', 'STRENGTH', 'ANGLE'], (optional)*) – Mode
- **initial_mouse** (*int array of 2 items in [-inf, inf], (optional)*) – Initial Mouse
- **color** (*float array of 4 items in [0, inf], (optional)*) – Color, Radial control color

- **texture_color** (*float array of 4 items in [0, inf], (optional)*) – Texture Color, Radial control texture color

`bpy.ops.paint.project_image` (*image=''*)

Project an edited render from the active camera back onto the object

Parameters

- **image** (*enum in [], (optional)*) – Image

`bpy.ops.paint.sample_color` (*location=(0, 0)*)

Undocumented ([contribute](#))

Parameters

- **location** (*int array of 2 items in [0, inf], (optional)*) – Location, Cursor location in region coordinates.

`bpy.ops.paint.texture_paint_radial_control` (*initial_value=0.0, new_value=0.0, mode='SIZE', initial_mouse=(0, 0), color=(1.0, 1.0, 1.0, 0.5), texture_color=(1.0, 1.0, 1.0, 1.0)*)

Undocumented ([contribute](#))

Parameters

- **initial_value** (*float in [0, inf], (optional)*) – Initial Value
- **new_value** (*float in [0, inf], (optional)*) – New Value
- **mode** (*enum in ['SIZE', 'STRENGTH', 'ANGLE'], (optional)*) – Mode
- **initial_mouse** (*int array of 2 items in [-inf, inf], (optional)*) – Initial Mouse
- **color** (*float array of 4 items in [0, inf], (optional)*) – Color, Radial control color
- **texture_color** (*float array of 4 items in [0, inf], (optional)*) – Texture Color, Radial control texture color

`bpy.ops.paint.texture_paint_toggle` ()

Undocumented ([contribute](#))

`bpy.ops.paint.vertex_color_dirt` (*blur_strength=1.0, blur_iterations=1, clean_angle=180.0, dirt_angle=0.0, dirt_only=False*)

Undocumented ([contribute](#))

Parameters

- **blur_strength** (*float in [0.01, 1], (optional)*) – Blur Strength, Blur strength per iteration
- **blur_iterations** (*int in [0, 40], (optional)*) – Blur Iterations, Number times to blur the colors. (higher blurs more)
- **clean_angle** (*float in [0, 180], (optional)*) – Highlight Angle, Less than 90 limits the angle used in the tonal range
- **dirt_angle** (*float in [0, 180], (optional)*) – Dirt Angle, Less than 90 limits the angle used in the tonal range
- **dirt_only** (*boolean, (optional)*) – Dirt Only, Dont calculate cleans for convex areas

File `op/vertexpaint_dirt.py:164`

`bpy.ops.paint.vertex_color_set` ()

Undocumented ([contribute](#))

`bpy.ops.paint.vertex_paint` (*stroke=None*)
Undocumented ([contribute](#))

Parameters

- **stroke** (Collection of `OperatorStrokeElement`, (optional)) – Stroke

`bpy.ops.paint.vertex_paint_radial_control` (*initial_value=0.0, new_value=0.0, mode='SIZE', initial_mouse=(0, 0), color=(1.0, 1.0, 1.0, 0.5), texture_color=(1.0, 1.0, 1.0, 1.0)*)
Undocumented ([contribute](#))

Parameters

- **initial_value** (*float in [0, inf], (optional)*) – Initial Value
- **new_value** (*float in [0, inf], (optional)*) – New Value
- **mode** (*enum in ['SIZE', 'STRENGTH', 'ANGLE'], (optional)*) – Mode
- **initial_mouse** (*int array of 2 items in [-inf, inf], (optional)*) – Initial Mouse
- **color** (*float array of 4 items in [0, inf], (optional)*) – Color, Radial control color
- **texture_color** (*float array of 4 items in [0, inf], (optional)*) – Texture Color, Radial control texture color

`bpy.ops.paint.vertex_paint_toggle` ()
Undocumented ([contribute](#))

`bpy.ops.paint.weight_from_bones` (*type='AUTOMATIC'*)
Undocumented ([contribute](#))

Parameters

- **type** (*enum in ['AUTOMATIC', 'ENVELOPES'], (optional)*) – Type, Method to use for assigning weights.

`bpy.ops.paint.weight_paint` (*stroke=None*)
Undocumented ([contribute](#))

Parameters

- **stroke** (Collection of `OperatorStrokeElement`, (optional)) – Stroke

`bpy.ops.paint.weight_paint_radial_control` (*initial_value=0.0, new_value=0.0, mode='SIZE', initial_mouse=(0, 0), color=(1.0, 1.0, 1.0, 0.5), texture_color=(1.0, 1.0, 1.0, 1.0)*)
Undocumented ([contribute](#))

Parameters

- **initial_value** (*float in [0, inf], (optional)*) – Initial Value
- **new_value** (*float in [0, inf], (optional)*) – New Value
- **mode** (*enum in ['SIZE', 'STRENGTH', 'ANGLE'], (optional)*) – Mode
- **initial_mouse** (*int array of 2 items in [-inf, inf], (optional)*) – Initial Mouse
- **color** (*float array of 4 items in [0, inf], (optional)*) – Color, Radial control color
- **texture_color** (*float array of 4 items in [0, inf], (optional)*) – Texture Color, Radial control texture color

`bpy.ops.paint.weight_paint_toggle` ()
Undocumented ([contribute](#))

`bpy.ops.paint.weight_set()`
Undocumented (contribute)

1.2.39 Particle Operators

`bpy.ops.particle.brush_edit(stroke=None)`
Undocumented (contribute)

Parameters

- **stroke** (Collection of `OperatorStrokeElement`, (optional)) – Stroke

`bpy.ops.particle.brush_radial_control(initial_value=0.0, new_value=0.0, mode='SIZE', initial_mouse=(0, 0), color=(1.0, 1.0, 1.0, 0.5), texture_color=(1.0, 1.0, 1.0, 1.0))`

Undocumented (contribute)

Parameters

- **initial_value** (float in $[0, \text{inf}]$, (optional)) – Initial Value
- **new_value** (float in $[0, \text{inf}]$, (optional)) – New Value
- **mode** (enum in $['SIZE', 'STRENGTH', 'ANGLE']$, (optional)) – Mode
- **initial_mouse** (int array of 2 items in $[-\text{inf}, \text{inf}]$, (optional)) – Initial Mouse
- **color** (float array of 4 items in $[0, \text{inf}]$, (optional)) – Color, Radial control color
- **texture_color** (float array of 4 items in $[0, \text{inf}]$, (optional)) – Texture Color, Radial control texture color

`bpy.ops.particle.connect_hair(all=False)`
Connect hair to the emitter mesh

Parameters

- **all** (boolean, (optional)) – All hair, Connect all hair systems to the emitter mesh

`bpy.ops.particle.delete(type='PARTICLE')`
Undocumented (contribute)

Parameters

- **type** (enum in $['PARTICLE', 'KEY']$, (optional)) – Type, Delete a full particle or only keys.

`bpy.ops.particle.disconnect_hair(all=False)`
Disconnect hair from the emitter mesh

Parameters

- **all** (boolean, (optional)) – All hair, Disconnect all hair systems from the emitter mesh

`bpy.ops.particle.dupliobj_copy()`
Duplicate the current dupliobject

`bpy.ops.particle.dupliobj_move_down()`
Move dupli object down in the list

`bpy.ops.particle.dupliobj_move_up()`
Move dupli object up in the list

`bpy.ops.particle.dupliobj_remove()`
Remove the selected dupliobject

`bpy.ops.particle.edited_clear()`
Undocumented (contribute)

`bpy.ops.particle.hide(unselected=False)`
Undocumented (contribute)

Parameters

- **unselected** (*boolean, (optional)*) – Unselected, Hide unselected rather than selected.

`bpy.ops.particle.mirror()`
Undocumented (contribute)

`bpy.ops.particle.new()`
Add new particle settings

`bpy.ops.particle.new_target()`
Add a new particle target

`bpy.ops.particle.particle_edit_toggle()`
Undocumented (contribute)

`bpy.ops.particle.rekey(keys=2)`
Undocumented (contribute)

Parameters

- **keys** (*int in [2, inf], (optional)*) – Number of Keys

`bpy.ops.particle.remove_doubles(threshold=0.0002)`
Undocumented (contribute)

Parameters

- **threshold** (*float in [0, inf], (optional)*) – Threshold, Threshold distance withing which particles are removed

`bpy.ops.particle.reveal()`
Undocumented (contribute)

`bpy.ops.particle.select_all(action='TOGGLE')`
Undocumented (contribute)

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.particle.select_inverse()`
Undocumented (contribute)

`bpy.ops.particle.select_less()`
Undocumented (contribute)

`bpy.ops.particle.select_linked(deselect=False, location=(0, 0))`
Undocumented (contribute)

Parameters

- **deselect** (*boolean, (optional)*) – Deselect, Deselect linked keys rather than selecting them.
- **location** (*int array of 2 items in [0, inf], (optional)*) – Location

`bpy.ops.particle.select_more()`
Undocumented (contribute)

`bpy.ops.particle.select_roots()`
Undocumented (contribute)

`bpy.ops.particle.select_tips()`
Undocumented (contribute)

`bpy.ops.particle.subdivide()`
Undocumented (contribute)

`bpy.ops.particle.target_move_down()`
Move particle target down in the list

`bpy.ops.particle.target_move_up()`
Move particle target up in the list

`bpy.ops.particle.target_remove()`
Remove the selected particle target

`bpy.ops.particle.weight_set(factor=1.0)`
Undocumented (contribute)

Parameters

- **factor** (*float in [0, 1], (optional)*) – Factor

1.2.40 Pose Operators

`bpy.ops.pose.armature_apply()`
Apply the current pose as the new rest pose

`bpy.ops.pose.armature_layers(layers=(False, False))`
Change the visible armature layers

Parameters

- **layers** (*boolean array of 32 items, (optional)*) – Layer, Armature layers to make visible

`bpy.ops.pose.autoside_names(axis='XAXIS')`
Automatically renames the selected bones according to which side of the target axis they fall on

Parameters

- **axis** (*enum in ['XAXIS', 'YAXIS', 'ZAXIS'], (optional)*) – Axis, Axis tag names with.

`bpy.ops.pose.bone_layers(layers=(False, False))`
Change the layers that the selected bones belong to

Parameters

- **layers** (*boolean array of 32 items, (optional)*) – Layer, Armature layers that bone belongs to

`bpy.ops.pose.breakdown(prev_frame=0, next_frame=0, percentage=0.5)`
Create a suitable breakdown pose on the current frame

Parameters

- **prev_frame** (*int in [-300000, 300000], (optional)*) – Previous Keyframe, Frame number of keyframe immediately before the current frame.
- **next_frame** (*int in [-300000, 300000], (optional)*) – Next Keyframe, Frame number of keyframe immediately after the current frame.
- **percentage** (*float in [0, 1], (optional)*) – Percentage, Weighting factor for the sliding operation

`bpy.ops.pose.constraint_add` (*type=''*)

Add a constraint to the active bone

Parameters

- **type** (*enum in ['COPY_LOCATION', 'COPY_ROTATION', 'COPY_SCALE', 'COPY_TRANSFORMS', 'LIMIT_DISTANCE', 'LIMIT_LOCATION', 'LIMIT_ROTATION', 'LIMIT_SCALE', 'MAINTAIN_VOLUME', 'TRANSFORM', 'CLAMP_TO', 'DAMPED_TRACK', 'IK', 'LOCKED_TRACK', 'SPLINE_IK', 'STRETCH_TO', 'TRACK_TO', 'ACTION', 'CHILD_OF', 'FLOOR', 'FOLLOW_PATH', 'PIVOT', 'RIGID_BODY_JOINT', 'SCRIPT', 'SHRINKWRAP'], (optional)*) – Type

`bpy.ops.pose.constraint_add_with_targets` (*type=''*)

Add a constraint to the active bone, with target (where applicable) set to the selected Objects/Bones

Parameters

- **type** (*enum in ['COPY_LOCATION', 'COPY_ROTATION', 'COPY_SCALE', 'COPY_TRANSFORMS', 'LIMIT_DISTANCE', 'LIMIT_LOCATION', 'LIMIT_ROTATION', 'LIMIT_SCALE', 'MAINTAIN_VOLUME', 'TRANSFORM', 'CLAMP_TO', 'DAMPED_TRACK', 'IK', 'LOCKED_TRACK', 'SPLINE_IK', 'STRETCH_TO', 'TRACK_TO', 'ACTION', 'CHILD_OF', 'FLOOR', 'FOLLOW_PATH', 'PIVOT', 'RIGID_BODY_JOINT', 'SCRIPT', 'SHRINKWRAP'], (optional)*) – Type

`bpy.ops.pose.constraints_clear` ()

Clear all the constraints for the selected bones

`bpy.ops.pose.constraints_copy` ()

Copy constraints to other selected bones.

`bpy.ops.pose.copy` ()

Copies the current pose of the selected bones to copy/paste buffer

`bpy.ops.pose.flags_set` (*type='DRAWWIRE', mode='CLEAR'*)

Set flags for armature bones

Parameters

- **type** (*enum in ['DRAWWIRE', 'DEFORM', 'MULT_VG', 'HINGE', 'NO_SCALE', 'LOCKED'], (optional)*) – Type
- **mode** (*enum in ['CLEAR', 'ENABLE', 'TOGGLE'], (optional)*) – Mode

`bpy.ops.pose.flip_names` ()

Flips (and corrects) the names of selected bones

`bpy.ops.pose.group_add` ()

Add a new bone group

`bpy.ops.pose.group_assign` (*type=0*)

Add selected bones to the chosen bone group

Parameters

- **type** (*int in [0, 10], (optional)*) – Bone Group Index

`bpy.ops.pose.group_deselect ()`
Deselect bones of active Bone Group

`bpy.ops.pose.group_remove ()`
Removes the active bone group

`bpy.ops.pose.group_select ()`
Select bones in active Bone Group

`bpy.ops.pose.group_unassign ()`
Remove selected bones from all bone groups

`bpy.ops.pose.hide (unselected=False)`
Undocumented ([contribute](#))

Parameters

- **unselected** (*boolean, (optional)*) – Unselected

`bpy.ops.pose.ik_add (with_targets=True)`
Add IK Constraint to the active Bone

Parameters

- **with_targets** (*boolean, (optional)*) – With Targets, Assign IK Constraint with targets derived from the select bones/objects

`bpy.ops.pose.ik_clear ()`
Remove all IK Constraints from selected bones

`bpy.ops.pose.loc_clear ()`
Undocumented ([contribute](#))

`bpy.ops.pose.paste (flipped=False)`
Pastes the stored pose on to the current pose

Parameters

- **flipped** (*boolean, (optional)*) – Flipped on X-Axis

`bpy.ops.pose.paths_calculate ()`
Calculate paths for the selected bones

`bpy.ops.pose.paths_clear ()`
Clear path caches for selected bones

`bpy.ops.pose.push (prev_frame=0, next_frame=0, percentage=0.5)`
Exaggerate the current pose

Parameters

- **prev_frame** (*int in [-300000, 300000], (optional)*) – Previous Keyframe, Frame number of keyframe immediately before the current frame.
- **next_frame** (*int in [-300000, 300000], (optional)*) – Next Keyframe, Frame number of keyframe immediately after the current frame.
- **percentage** (*float in [0, 1], (optional)*) – Percentage, Weighting factor for the sliding operation

`bpy.ops.pose.quaternions_flip ()`
Flip quaternion values to achieve desired rotations, while maintaining the same orientations

`bpy.ops.pose.relax (prev_frame=0, next_frame=0, percentage=0.5)`
Make the current pose more similar to its surrounding ones

Parameters

- **prev_frame** (*int in [-300000, 300000], (optional)*) – Previous Keyframe, Frame number of keyframe immediately before the current frame.
- **next_frame** (*int in [-300000, 300000], (optional)*) – Next Keyframe, Frame number of keyframe immediately after the current frame.
- **percentage** (*float in [0, 1], (optional)*) – Percentage, Weighting factor for the sliding operation

`bpy.ops.pose.reveal()`
Undocumented (contribute)

`bpy.ops.pose.rot_clear()`
Undocumented (contribute)

`bpy.ops.pose.scale_clear()`
Undocumented (contribute)

`bpy.ops.pose.select_all(action='TOGGLE')`
Undocumented (contribute)

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.pose.select_constraint_target()`
Undocumented (contribute)

`bpy.ops.pose.select_grouped(extend=False, type='LAYER')`
Select all visible bones grouped by various properties

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.
- **type** (*enum in ['LAYER', 'GROUP'], (optional)*) – Type

`bpy.ops.pose.select_hierarchy(direction='PARENT', extend=False)`
Undocumented (contribute)

Parameters

- **direction** (*enum in ['PARENT', 'CHILD'], (optional)*) – Direction
- **extend** (*boolean, (optional)*) – Add to Selection

`bpy.ops.pose.select_inverse()`
Undocumented (contribute)

`bpy.ops.pose.select_linked(extend=False)`
Undocumented (contribute)

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.

`bpy.ops.pose.select_parent()`
Undocumented (contribute)

`bpy.ops.pose.visual_transform_apply()`
Apply final constrained position of pose bones to their transform.

1.2.41 Poselib Operators

`bpy.ops.poselib.browse_interactive` (*pose_index=-1*)
Interactively browse poses in 3D-View

Parameters

- **pose_index** (*int in [-2, inf], (optional)*) – Pose, Index of the pose to apply (-2 for no change to pose, -1 for poselib active pose)

`bpy.ops.poselib.pose_add` (*frame=1, name="Pose"*)
Add the current Pose to the active Pose Library

Parameters

- **frame** (*int in [0, inf], (optional)*) – Frame, Frame to store pose on
- **name** (*string, (optional)*) – Pose Name, Name of newly added Pose

`bpy.ops.poselib.pose_remove` (*pose='DEFAULT'*)
Remove nth pose from the active Pose Library

Parameters

- **pose** (*enum in ['DEFAULT'], (optional)*) – Pose, The pose to remove

`bpy.ops.poselib.pose_rename` (*pose='', name="RenamedPose"*)
Rename nth pose from the active Pose Library

Parameters

- **pose** (*enum in [], (optional)*) – Pose, The pose to rename
- **name** (*string, (optional)*) – New Pose Name, New name for pose

1.2.42 Ptcache Operators

`bpy.ops.ptcache.add` ()
Undocumented ([contribute](#))

`bpy.ops.ptcache.bake` (*bake=False*)
Undocumented ([contribute](#))

Parameters

- **bake** (*boolean, (optional)*) – Bake

`bpy.ops.ptcache.bake_all` (*bake=True*)
Undocumented ([contribute](#))

Parameters

- **bake** (*boolean, (optional)*) – Bake

`bpy.ops.ptcache.bake_from_cache` ()
Undocumented ([contribute](#))

`bpy.ops.ptcache.free_bake` ()
Undocumented ([contribute](#))

`bpy.ops.ptcache.free_bake_all` ()
Undocumented ([contribute](#))

`bpy.ops.ptcache.remove()`
Undocumented (contribute)

1.2.43 Render Operators

`bpy.ops.render.netclientanim()`
Start rendering an animation on network

File `io/netrender/operators.py:98`

`bpy.ops.render.netclientblacklistslave()`
Operator documentation text, will be used for the operator tooltip and python docs.

File `io/netrender/operators.py:243`

`bpy.ops.render.netclientcancel()`
Cancel the selected network rendering job.

File `io/netrender/operators.py:351`

`bpy.ops.render.netclientcancelall()`
Cancel all running network rendering jobs.

File `io/netrender/operators.py:380`

`bpy.ops.render.netclientdownload()`
Download render results from the network

File `io/netrender/operators.py:409`

`bpy.ops.render.netclientscan()`
Listen on network for master server broadcasting its address and port.

File `io/netrender/operators.py:451`

`bpy.ops.render.netclientsend()`
Send Render Job to the Network

File `io/netrender/operators.py:142`

`bpy.ops.render.netclientsendframe()`
Send Render Job with current frame to the Network

File `io/netrender/operators.py:172`

`bpy.ops.render.netclientslaves()`
Refresh status about available Render slaves

File `io/netrender/operators.py:304`

`bpy.ops.render.netclientstart()`
Start network rendering service

File `io/netrender/operators.py:125`

`bpy.ops.render.netclientstatus()`
Refresh the status of the current jobs

File `io/netrender/operators.py:202`

`bpy.ops.render.netclientvcsguess()`
Guess VCS setting for the current file

File `io/netrender/operators.py:474`

`bpy.ops.render.netclientweb()`
Open new window with information about running rendering jobs

File `io/netrender/operators.py:507`

`bpy.ops.render.netclientwhitelistslave()`
Operator documentation text, will be used for the operator tooltip and python docs.

File `io/netrender/operators.py:273`

`bpy.ops.render.netslavebake()`
NEED DESCRIPTION

File `io/netrender/operators.py:40`

`bpy.ops.render.opengl(animation=False, write_still=False, view_context=True)`
OpenGL render active viewport

Parameters

- **animation** (*boolean, (optional)*) – Animation, Render files from the animation range of this scene
- **write_still** (*boolean, (optional)*) – Write Image, Save rendered the image to the output path (used only when animation is disabled)
- **view_context** (*boolean, (optional)*) – View Context, Use the current 3D view for rendering, else use scene settings.

`bpy.ops.render.play_rendered_anim()`
Plays back rendered frames/movies using an external player.

File `op/screen_play_rendered_anim.py:76`

`bpy.ops.render.preset_add(name="", remove_active=False)`
Add a Render Preset

Parameters

- **name** (*string, (optional)*) – Name, Name of the preset, used to make the path name

File `op/presets.py:43`

`bpy.ops.render.render(animation=False, write_still=False, layer="", scene="")`
Render active scene

Parameters

- **animation** (*boolean, (optional)*) – Animation, Render files from the animation range of this scene
- **write_still** (*boolean, (optional)*) – Write Image, Save rendered the image to the output path (used only when animation is disabled)
- **layer** (*string, (optional)*) – Render Layer, Single render layer to re-render
- **scene** (*string, (optional)*) – Scene, Re-render single layer in this scene

`bpy.ops.render.view_cancel()`
Cancel show render view

`bpy.ops.render.view_show()`
Toggle show render view

1.2.44 Scene Operators

`bpy.ops.scene.delete()`
Delete active scene

`bpy.ops.scene.new(type='EMPTY')`
Add new scene by type

Parameters

- **type** (*enum in ['EMPTY', 'LINK_OBJECTS', 'LINK_OBJECT_DATA', 'FULL_COPY'], (optional)*) – Type

`bpy.ops.scene.render_layer_add()`
Add a render layer

`bpy.ops.scene.render_layer_remove()`
Remove the selected render layer

1.2.45 Screen Operators

`bpy.ops.screen.actionzone(modifier=0)`
Handle area action zones for mouse actions/gestures

Parameters

- **modifier** (*int in [0, 2], (optional)*) – modifier, modifier state

`bpy.ops.screen.animation_cancel()`
Cancel animation, returning to the original frame

`bpy.ops.screen.animation_play(reverse=False, sync=False)`
Play animation

Parameters

- **reverse** (*boolean, (optional)*) – Play in Reverse, Animation is played backwards
- **sync** (*boolean, (optional)*) – Sync, Drop frames to maintain framerate

`bpy.ops.screen.animation_step()`
Step through animation by position

`bpy.ops.screen.area_dupli()`
Duplicate selected area into new window

`bpy.ops.screen.area_join(min_x=-100, min_y=-100, max_x=-100, max_y=-100)`
Join selected areas into new window

Parameters

- **min_x** (*int in [-inf, inf], (optional)*) – X 1
- **min_y** (*int in [-inf, inf], (optional)*) – Y 1
- **max_x** (*int in [-inf, inf], (optional)*) – X 2
- **max_y** (*int in [-inf, inf], (optional)*) – Y 2

`bpy.ops.screen.area_move(x=0, y=0, delta=0)`
Move selected area edges

Parameters

- **x** (*int in [-inf, inf], (optional)*) – X
- **y** (*int in [-inf, inf], (optional)*) – Y
- **delta** (*int in [-inf, inf], (optional)*) – Delta

`bpy.ops.screen.area_split` (*direction='HORIZONTAL', factor=0.5*)

Split selected area into new windows

Parameters

- **direction** (*enum in ['HORIZONTAL', 'VERTICAL'], (optional)*) – Direction
- **factor** (*float in [0, 1], (optional)*) – Factor

`bpy.ops.screen.area_swap` ()

Swap selected areas screen positions

`bpy.ops.screen.back_to_previous` ()

Revert back to the original screen layout, before fullscreen area overlay

`bpy.ops.screen.delete` ()

Delete active screen

`bpy.ops.screen.frame_jump` (*end=False*)

Jump to first/last frame in frame range

Parameters

- **end** (*boolean, (optional)*) – Last Frame, Jump to the last frame of the frame range.

`bpy.ops.screen.frame_offset` (*delta=0*)

Undocumented ([contribute](#))

Parameters

- **delta** (*int in [-inf, inf], (optional)*) – Delta

`bpy.ops.screen.header_flip` ()

Undocumented ([contribute](#))

`bpy.ops.screen.header_toolbox` ()

Display header region toolbox

`bpy.ops.screen.keyframe_jump` (*next=True*)

Jump to previous/next keyframe

Parameters

- **next** (*boolean, (optional)*) – Next Keyframe

`bpy.ops.screen.new` ()

Add a new screen

`bpy.ops.screen.redo_last` ()

Display menu for last action performed

`bpy.ops.screen.region_flip` ()

Undocumented ([contribute](#))

`bpy.ops.screen.region_quadview` ()

Split selected area into camera, front, right & top views

`bpy.ops.screen.region_scale` ()

Scale selected area

`bpy.ops.screen.repeat_history` (*index=0*)

Display menu for previous actions performed

Parameters

- **index** (*int in [0, inf], (optional)*) – Index

`bpy.ops.screen.repeat_last` ()

Repeat last action

`bpy.ops.screen.screen_full_area` ()

Toggle display selected area as fullscreen

`bpy.ops.screen.screen_set` (*delta=0*)

Cycle through available screens

Parameters

- **delta** (*int in [-inf, inf], (optional)*) – Delta

`bpy.ops.screen.screencast` (*filepath=""*, *full=True*)

Undocumented ([contribute](#))

Parameters

- **filepath** (*string, (optional)*) – filepath
- **full** (*boolean, (optional)*) – Full Screen

`bpy.ops.screen.screenshot` (*filepath=""*, *check_existing=True*, *filter_blender=False*, *filter_image=True*, *filter_movie=False*, *filter_python=False*, *filter_font=False*, *filter_sound=False*, *filter_text=False*, *filter_btx=False*, *filter_collada=False*, *filter_folder=True*, *filemode=9*, *full=True*)

Undocumented ([contribute](#))

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **full** (*boolean, (optional)*) – Full Screen

`bpy.ops.screen.userpref_show()`
Show/hide user preferences

1.2.46 Script Operators

`bpy.ops.script.execute_preset` (*filepath=""*, *menu_idname=""*)
Executes a preset

Parameters

- **filepath** (*string, (optional)*) – Path, Path of the Python file to execute
- **menu_idname** (*string, (optional)*) – Menu ID Name, ID name of the menu this was called from

File `op/presets.py:130`

`bpy.ops.script.python_file_run` (*filepath=""*)
Run Python file

Parameters

- **filepath** (*string, (optional)*) – Path

`bpy.ops.script.reload()`
Reload Scripts

1.2.47 Sculpt Operators

`bpy.ops.sculpt.brush_stroke` (*stroke=None*, *mode='NORMAL'*, *ignore_background_click=False*)
Undocumented ([contribute](#))

Parameters

- **stroke** (Collection of `OperatorStrokeElement`, (*optional*)) – Stroke
- **mode** (*enum in ['NORMAL', 'INVERT', 'SMOOTH'], (optional)*) – Sculpt Stroke Mode, Action taken when a sculpt stroke is made
- **ignore_background_click** (*boolean, (optional)*) – Ignore Background Click, Clicks on the background do not start the stroke

`bpy.ops.sculpt.radial_control` (*initial_value=0.0*, *new_value=0.0*, *mode='SIZE'*, *initial_mouse=(0, 0)*, *color=(1.0, 1.0, 1.0, 0.5)*, *texture_color=(1.0, 1.0, 1.0, 1.0)*)

Undocumented ([contribute](#))

Parameters

- **initial_value** (*float in [0, inf], (optional)*) – Initial Value
- **new_value** (*float in [0, inf], (optional)*) – New Value
- **mode** (*enum in ['SIZE', 'STRENGTH', 'ANGLE'], (optional)*) – Mode
- **initial_mouse** (*int array of 2 items in [-inf, inf], (optional)*) – Initial Mouse
- **color** (*float array of 4 items in [0, inf], (optional)*) – Color, Radial control color
- **texture_color** (*float array of 4 items in [0, inf], (optional)*) – Texture Color, Radial control texture color

`bpy.ops.sculpt.sculptmode_toggle()`
Undocumented (contribute)

`bpy.ops.sculpt.set_persistent_base()`
Undocumented (contribute)

1.2.48 Sequencer Operators

`bpy.ops.sequencer.copy()`
Undocumented (contribute)

`bpy.ops.sequencer.crossfade_sounds()`
Do crossfading volume animation of two selected sound strips.

File `op/sequencer.py:40`

`bpy.ops.sequencer.cut(frame=0, type='SOFT', side='BOTH')`
Cut the selected strips

Parameters

- **frame** (*int in [-inf, inf], (optional)*) – Frame, Frame where selected strips will be cut
- **type** (*enum in ['SOFT', 'HARD'], (optional)*) – Type, The type of cut operation to perform on strips
- **side** (*enum in ['LEFT', 'RIGHT', 'BOTH'], (optional)*) – Side, The side that remains selected after cutting

`bpy.ops.sequencer.cut_multicam(camera=1)`
Cut multicam strip and select camera.

Parameters

- **camera** (*int in [1, 32], (optional)*) – Camera

File `op/sequencer.py:94`

`bpy.ops.sequencer.deinterlace_selected_movies()`
Deinterlace all selected movie sources.

File `op/sequencer.py:129`

`bpy.ops.sequencer.delete()`
Erase selected strips from the sequencer

`bpy.ops.sequencer.duplicate(mode=1)`
Duplicate the selected strips

Parameters

- **mode** (*int in [0, inf], (optional)*) – Mode

`bpy.ops.sequencer.effect_strip_add(filepath="", filter_blender=False, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=False, filemode=9, relative_path=False, frame_start=0, frame_end=0, channel=1, replace_sel=True, type='CROSS', color=(0.0, 0.0, 0.0))`

Add an effect to the sequencer, most are applied on top of existing strips

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **frame_end** (*int in [-inf, inf], (optional)*) – End Frame, End frame for the color strip
- **channel** (*int in [1, 32], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, replace the current selection
- **type** (*enum in ['CROSS', 'ADD', 'SUBTRACT', 'ALPHA_OVER', 'ALPHA_UNDER', 'GAMMA_CROSS', 'MULTIPLY', 'OVER_DROP', 'PLUGIN', 'WIPE', 'GLOW', 'TRANSFORM', 'COLOR', 'SPEED', 'MULTICAM'], (optional)*) – Type, Sequencer effect type
- **color** (*float array of 3 items in [0, 1], (optional)*) – Color, Initialize the strip with this color (only used when type='COLOR')

```
bpy.ops.sequencer.image_strip_add(directory="", filter_blender=False, filter_image=True, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=True, filemode=9, relative_path=False, frame_start=0, frame_end=0, channel=1, replace_sel=True, files=None)
```

Add an image or image sequence to the sequencer

Parameters

- **directory** (*string, (optional)*) – Directory, Directory of the file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files

- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **frame_end** (*int in [-inf, inf], (optional)*) – End Frame, End frame for the color strip
- **channel** (*int in [1, 32], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, replace the current selection
- **files** (Collection of `OperatorFileListElement`, (*optional*)) – Files

`bpy.ops.sequencer.images_separate` (*length=1*)

On image sequences strips, it return a strip for each image

Parameters

- **length** (*int in [1, 1000], (optional)*) – Length, Length of each frame

`bpy.ops.sequencer.lock` ()

Lock the active strip so that it can't be transformed

`bpy.ops.sequencer.meta_make` ()

Group selected strips into a metastrip

`bpy.ops.sequencer.meta_separate` ()

Put the contents of a metastrip back in the sequencer

`bpy.ops.sequencer.meta_toggle` ()

Toggle a metastrip (to edit enclosed strips)

`bpy.ops.sequencer.movie_strip_add` (*filepath=""*, *filter_blender=False*, *filter_image=False*, *filter_movie=True*, *filter_python=False*, *filter_font=False*, *filter_sound=False*, *filter_text=False*, *filter_btx=False*, *filter_collada=False*, *filter_folder=True*, *filemode=9*, *relative_path=False*, *frame_start=0*, *channel=1*, *replace_sel=True*, *files=None*, *sound=True*)

Add a movie strip to the sequencer

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files

- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **channel** (*int in [1, 32], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, replace the current selection
- **files** (Collection of `OperatorFileListElement`, (*optional*)) – Files
- **sound** (*boolean, (optional)*) – Sound, Load sound with the movie

`bpy.ops.sequencer.mute` (*unselected=False*)
Mute selected strips

Parameters

- **unselected** (*boolean, (optional)*) – Unselected, Mute unselected rather than selected strips.

`bpy.ops.sequencer.next_edit` ()
Move frame to next edit point

`bpy.ops.sequencer.paste` ()
Undocumented ([contribute](#))

`bpy.ops.sequencer.previous_edit` ()
Move frame to previous edit point

`bpy.ops.sequencer.properties` ()
Open sequencer properties panel

`bpy.ops.sequencer.reassign_inputs` ()
Reassign the inputs for the effects strip

`bpy.ops.sequencer.refresh_all` ()
Refresh the sequencer editor

`bpy.ops.sequencer.reload` ()
Reload strips in the sequencer

`bpy.ops.sequencer.rendersize` ()
Set render size and aspect from active sequence

`bpy.ops.sequencer.scene_strip_add` (*frame_start=0, channel=1, replace_sel=True, scene=''*)
Add a strip to the sequencer using a blender scene as a source

Parameters

- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **channel** (*int in [1, 32], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, replace the current selection
- **scene** (*enum in [], (optional)*) – Scene

`bpy.ops.sequencer.select` (*extend=False, linked_handle=False, left_right=False, linked_time=False*)
Select a strip (last selected becomes the “active strip”)

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend the selection.

- **linked_handle** (*boolean, (optional)*) – Linked Handle, Select handles next to the active strip.
- **left_right** (*boolean, (optional)*) – Left/Right, select based on the frame side the cursor is on.
- **linked_time** (*boolean, (optional)*) – Linked Time, Select other strips at the same time.

`bpy.ops.sequencer.select_active_side (side='BOTH')`

Select strips on the nominated side of the active strip

Parameters

- **side** (*enum in ['LEFT', 'RIGHT', 'BOTH'], (optional)*) – Side, The side of the handle that is selected

`bpy.ops.sequencer.select_all_toggle ()`

Select or deselect all strips

`bpy.ops.sequencer.select_border (gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0)`

Enable border select mode

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.sequencer.select_handles (side='BOTH')`

Select manipulator handles on the sides of the selected strip

Parameters

- **side** (*enum in ['LEFT', 'RIGHT', 'BOTH'], (optional)*) – Side, The side of the handle that is selected

`bpy.ops.sequencer.select_inverse ()`

Select unselected strips

`bpy.ops.sequencer.select_less ()`

Shrink the current selection of adjacent selected strips

`bpy.ops.sequencer.select_linked ()`

Select all strips adjacent to the current selection

`bpy.ops.sequencer.select_linked_pick (extend=False)`

Select a chain of linked strips nearest to the mouse pointer

Parameters

- **extend** (*boolean, (optional)*) – Extend, extend the selection

`bpy.ops.sequencer.select_more ()`

Select more strips adjacent to the current selection

`bpy.ops.sequencer.snap (frame=0)`

Frame where selected strips will be snapped

Parameters

- **frame** (*int in [-inf, inf], (optional)*) – Frame, Frame where selected strips will be snapped

`bpy.ops.sequencer.sound_strip_add` (*filepath=""*, *filter_blender=False*, *filter_image=False*,
filter_movie=False, *filter_python=False*, *filter_font=False*,
filter_sound=True, *filter_text=False*, *filter_btx=False*,
filter_collada=False, *filter_folder=True*, *filemode=9*,
relative_path=False, *frame_start=0*, *channel=1*, *replace_sel=True*, *files=None*, *cache=False*)

Add a sound strip to the sequencer

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **frame_start** (*int in [-inf, inf], (optional)*) – Start Frame, Start frame of the sequence strip
- **channel** (*int in [1, 32], (optional)*) – Channel, Channel to place this strip into
- **replace_sel** (*boolean, (optional)*) – Replace Selection, replace the current selection
- **files** (Collection of `OperatorFileListElement`, *(optional)*) – Files
- **cache** (*boolean, (optional)*) – Cache, Cache the sound in memory.

`bpy.ops.sequencer.swap` (*side='RIGHT'*)

Swap active strip with strip to the left

Parameters

- **side** (*enum in ['LEFT', 'RIGHT'], (optional)*) – Side, Side of the strip to swap

`bpy.ops.sequencer.swap_data` ()

Swap 2 sequencer strips

`bpy.ops.sequencer.swap_inputs` ()

Swap the first two inputs for the effects strip

`bpy.ops.sequencer.unlock` ()

Unlock the active strip so that it can't be transformed

`bpy.ops.sequencer.unmute` (*unselected=False*)

Un-Mute unselected rather than selected strips

Parameters

- **unselected** (*boolean, (optional)*) – Unselected, UnMute unselected rather than selected strips.

`bpy.ops.sequencer.view_all()`
View all the strips in the sequencer

`bpy.ops.sequencer.view_all_preview()`
Zoom preview to fit in the area

`bpy.ops.sequencer.view_ghost_border` (*gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0*)
Enable border select mode

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.sequencer.view_selected()`
Zoom the sequencer on the selected strips

`bpy.ops.sequencer.view_toggle()`
Toggle between sequencer views (sequence, preview, both)

`bpy.ops.sequencer.view_zoom_ratio` (*ratio=1.0*)
Undocumented ([contribute](#))

Parameters

- **ratio** (*float in [0, inf], (optional)*) – Ratio, Zoom ratio, 1.0 is 1:1, higher is zoomed in, lower is zoomed out.

1.2.49 Sketch Operators

`bpy.ops.sketch.cancel_stroke()`
Undocumented ([contribute](#))

`bpy.ops.sketch.convert()`
Undocumented ([contribute](#))

`bpy.ops.sketch.delete()`
Undocumented ([contribute](#))

`bpy.ops.sketch.draw_preview` (*snap=False*)
Undocumented ([contribute](#))

Parameters

- **snap** (*boolean, (optional)*) – Snap

`bpy.ops.sketch.draw_stroke` (*snap=False*)
Undocumented ([contribute](#))

Parameters

- **snap** (*boolean, (optional)*) – Snap

`bpy.ops.sketch.finish_stroke()`
Undocumented ([contribute](#))

`bpy.ops.sketch.gesture` (*snap=False*)
Undocumented ([contribute](#))

Parameters

- **snap** (*boolean, (optional)*) – Snap

`bpy.ops.sketch.select` ()
Undocumented ([contribute](#))

1.2.50 Sound Operators

`bpy.ops.sound.open` (*filepath=""*, *filter_blender=False*, *filter_image=False*, *filter_movie=True*, *filter_python=False*, *filter_font=False*, *filter_sound=True*, *filter_text=False*, *filter_btx=False*, *filter_collada=False*, *filter_folder=True*, *filemode=9*, *relative_path=False*, *cache=False*)

Load a sound file

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **cache** (*boolean, (optional)*) – Cache, Cache the sound in memory.

`bpy.ops.sound.pack` ()
Pack the sound into the current blend file

`bpy.ops.sound.unpack` (*method='USE_LOCAL'*)
Unpack the sound to the samples filename

Parameters

- **method** (*enum in ['USE_LOCAL', 'WRITE_LOCAL', 'USE_ORIGINAL', 'WRITE_ORIGINAL'], (optional)*) – Method, How to unpack.

1.2.51 Surface Operators

```
bpy.ops.surface.primitive_nurbs_surface_circle_add(view_align=False,          enter_
                                                    editmode=False,          loca-
                                                    tion=(0.0, 0.0, 0.0), rotation=(0.0,
0.0, 0.0), layers=(False, False,
False, False, False, False, False,
False, False, False, False, False,
False, False, False, False, False,
False, False, False))
```

Construct a Nurbs surface Circle

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

```
bpy.ops.surface.primitive_nurbs_surface_curve_add(view_align=False,          en-
                                                    ter_
                                                    editmode=False, location=(0.0,
0.0, 0.0), rotation=(0.0, 0.0, 0.0),
layers=(False, False, False, False,
False, False, False, False, False,
False, False, False, False, False,
False, False, False, False, False,
False))
```

Construct a Nurbs surface Curve

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

```
bpy.ops.surface.primitive_nurbs_surface_cylinder_add(view_align=False,          en-
                                                       ter_
                                                       editmode=False, loca-
                                                       tion=(0.0, 0.0, 0.0), rota-
                                                       tion=(0.0, 0.0, 0.0), lay-
                                                       ers=(False, False, False, False,
False, False, False, False,
False, False, False, False,
False, False, False, False,
False, False, False, False))
```

Construct a Nurbs surface Cylinder

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

```
bpy.ops.surface.primitive_nurbs_surface_sphere_add (view_align=False,          enter_editmode=False,          location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))
```

Construct a Nurbs surface Sphere

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

```
bpy.ops.surface.primitive_nurbs_surface_surface_add (view_align=False,          enter_editmode=False,          location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), layers=(False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False))
```

Construct a Nurbs surface Patch

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.

- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

```
bpy.ops.surface.primitive_nurbs_surface_torus_add (view_align=False,          enter_editmode=False, location=(0.0,
                                                    0.0, 0.0), rotation=(0.0, 0.0, 0.0),
                                                    layers=(False, False, False, False,
                                                    False, False, False, False, False,
                                                    False, False, False, False, False,
                                                    False, False, False, False, False,
                                                    False))
```

Construct a Nurbs surface Torus

Parameters

- **view_align** (*boolean, (optional)*) – Align to View, Align the new object to the view.
- **enter_editmode** (*boolean, (optional)*) – Enter Editmode, Enter editmode when adding this object.
- **location** (*float array of 3 items in [-inf, inf], (optional)*) – Location, Location for the newly added object.
- **rotation** (*float array of 3 items in [-inf, inf], (optional)*) – Rotation, Rotation for the newly added object
- **layers** (*boolean array of 20 items, (optional)*) – Layer

1.2.52 Text Operators

```
bpy.ops.text.comment ()
Convert selected text to comment
```

```
bpy.ops.text.convert_whitespace (type='SPACES')
Convert whitespaces by type
```

Parameters

- **type** (*enum in ['SPACES', 'TABS'], (optional)*) – type, Type of whitespace to convert to.

```
bpy.ops.text.copy ()
Copy selected text to clipboard
```

```
bpy.ops.text.cursor_set (select=False)
Set cursor selection
```

Parameters

- **select** (*boolean, (optional)*) – Select, Set selection end rather than cursor.

```
bpy.ops.text.cut ()
Cut selected text to clipboard
```

```
bpy.ops.text.delete (type='NEXT_CHARACTER')
Delete text by cursor position
```

Parameters

- **type** (*enum in ['NEXT_CHARACTER', 'PREVIOUS_CHARACTER', 'NEXT_WORD', 'PREVIOUS_WORD'], (optional)*) – Type, Which part of the text to delete.

`bpy.ops.text.find()`
Find specified text

`bpy.ops.text.find_set_selected()`
Find specified text and set as selected

`bpy.ops.text.indent()`
Indent selected text

`bpy.ops.text.insert(text="")`
Insert text at cursor position

Parameters

- **text** (*string, (optional)*) – Text, Text to insert at the cursor position.

`bpy.ops.text.jump(line=1)`
Jump cursor to line

Parameters

- **line** (*int in [1, inf], (optional)*) – Line, Line number to jump to.

`bpy.ops.text.line_break()`
Insert line break at cursor position

`bpy.ops.text.line_number()`
The current line number

`bpy.ops.text.make_internal()`
Make active text file internal

`bpy.ops.text.mark_all()`
Mark all specified text

`bpy.ops.text.markers_clear()`
Clear all markers

`bpy.ops.text.move(type='LINE_BEGIN')`
Move cursor to position type

Parameters

- **type** (*enum in ['LINE_BEGIN', 'LINE_END', 'FILE_TOP', 'FILE_BOTTOM', 'PREVIOUS_CHARACTER', 'NEXT_CHARACTER', 'PREVIOUS_WORD', 'NEXT_WORD', 'PREVIOUS_LINE', 'NEXT_LINE', 'PREVIOUS_PAGE', 'NEXT_PAGE'], (optional)*) – Type, Where to move cursor to.

`bpy.ops.text.move_select(type='LINE_BEGIN')`
Make selection from current cursor position to new cursor position type

Parameters

- **type** (*enum in ['LINE_BEGIN', 'LINE_END', 'FILE_TOP', 'FILE_BOTTOM', 'PREVIOUS_CHARACTER', 'NEXT_CHARACTER', 'PREVIOUS_WORD', 'NEXT_WORD', 'PREVIOUS_LINE', 'NEXT_LINE', 'PREVIOUS_PAGE', 'NEXT_PAGE'], (optional)*) – Type, Where to move cursor to, to make a selection.

`bpy.ops.text.new()`
Create a new text data block

`bpy.ops.text.next_marker()`
Move to next marker

`bpy.ops.text.open` (*filepath=""*, *filter_blender=False*, *filter_image=False*, *filter_movie=False*, *filter_python=True*, *filter_font=False*, *filter_sound=False*, *filter_text=True*, *filter_btx=False*, *filter_collada=False*, *filter_folder=True*, *filemode=9*, *internal=False*)

Open a new text data block

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **internal** (*boolean, (optional)*) – Make internal, Make text file internal after loading

`bpy.ops.text.override_toggle` ()
Toggle overwrite while typing

`bpy.ops.text.paste` (*selection=False*)
Paste text from clipboard

Parameters

- **selection** (*boolean, (optional)*) – Selection, Paste text selected elsewhere rather than copied, X11 only.

`bpy.ops.text.previous_marker` ()
Move to previous marker

`bpy.ops.text.properties` ()
Toggle text properties panel

`bpy.ops.text.refresh_pyconstraints` ()
Refresh all pyconstraints

`bpy.ops.text.reload` ()
Reload active text data block from its file

`bpy.ops.text.replace` ()
Replace text with the specified text

`bpy.ops.text.replace_set_selected` ()
Replace text with specified text and set as selected

`bpy.ops.text.resolve_conflict` (*resolution='IGNORE'*)
When external text is out of sync, resolve the conflict

Parameters

- **resolution** (*enum in ['IGNORE', 'RELOAD', 'SAVE', 'MAKE_INTERNAL'], (optional)*) – Resolution, How to solve conflict due to different in internal and external text.

`bpy.ops.text.run_script()`
Run active script

`bpy.ops.text.save()`
Save active text data block

`bpy.ops.text.save_as(filepath="", check_existing=True, filter_blender=False, filter_image=False, filter_movie=False, filter_python=True, filter_font=False, filter_sound=False, filter_text=True, filter_btx=False, filter_collada=False, filter_folder=True, filemode=9)`
Save active text file with options

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file

`bpy.ops.text.scroll(lines=1)`
Scroll text screen

Parameters

- **lines** (*int in [-inf, inf], (optional)*) – Lines, Number of lines to scroll.

`bpy.ops.text.scroll_bar(lines=1)`
Scroll text screen

Parameters

- **lines** (*int in [-inf, inf], (optional)*) – Lines, Number of lines to scroll.

`bpy.ops.text.select_all()`
Select all text

`bpy.ops.text.select_line()`
Select text by line

`bpy.ops.text.to_3d_object` (*split_lines=False*)
Create 3d text object from active text data block

Parameters

- **split_lines** (*boolean, (optional)*) – Split Lines, Create one object per line in the text.

`bpy.ops.text.uncomment` ()
Convert selected comment to text

`bpy.ops.text.unindent` ()
Unindent selected text

`bpy.ops.text.unlink` ()
Unlink active text data block

1.2.53 Texture Operators

`bpy.ops.texture.envmap_clear` ()
Discard the environment map and free it from memory

`bpy.ops.texture.envmap_clear_all` ()
Discard all environment maps in the .blend file and free them from memory

`bpy.ops.texture.envmap_save` (*filepath=""*, *check_existing=True*, *filter_blender=False*, *filter_image=True*, *filter_movie=True*, *filter_python=False*, *filter_font=False*, *filter_sound=False*, *filter_text=False*, *filter_btx=False*, *filter_collada=False*, *filter_folder=True*, *filemode=9*, *relative_path=False*)
Save the current generated Environment map to an image file

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file

`bpy.ops.texture.new` ()
Add a new texture

`bpy.ops.texture.slot_copy()`
Copy the material texture settings and nodes

`bpy.ops.texture.slot_move(type='UP')`
Move texture slots up and down

Parameters

- **type** (*enum in ['UP', 'DOWN'], (optional)*) – Type

`bpy.ops.texture.slot_paste()`
Copy the texture settings and nodes

1.2.54 Time Operators

`bpy.ops.time.end_frame_set()`
Set the end frame

`bpy.ops.time.start_frame_set()`
Set the start frame

`bpy.ops.time.view_all()`
Show the entire playable frame range

1.2.55 Transform Operators

`bpy.ops.transform.create_orientation(name="", use=False, overwrite=False)`
Create transformation orientation from selection

Parameters

- **name** (*string, (optional)*) – Name, Text to insert at the cursor position.
- **use** (*boolean, (optional)*) – Use after creation, Select orientation after its creation
- **overwrite** (*boolean, (optional)*) – Overwrite previous, Overwrite previously created orientation with same name

`bpy.ops.transform.delete_orientation()`
Delete transformation orientation

`bpy.ops.transform.edge_crease(value=0.0, snap=False, snap_target='CLOSEST', snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0, 0.0, 0.0), release_confirm=False)`

Change the crease of edges

Parameters

- **value** (*float in [-1, 1], (optional)*) – Factor
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal

- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.edge_slide` (*value=0.0, mirror=False, snap=False, snap_target='CLOSEST', snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0, 0.0, 0.0), release_confirm=False*)

Slide an edge loop along a mesh

Parameters

- **value** (*float in [-1, 1], (optional)*) – Factor
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.mirror` (*constraint_axis=(False, False, False), constraint_orientation='', proportional='DISABLED', proportional_edit_falloff='SMOOTH', proportional_size=1.0, release_confirm=False*)

Mirror selected vertices around one or more axes

Parameters

- **constraint_axis** (*boolean array of 3 items, (optional)*) – Constraint Axis
- **constraint_orientation** (*enum in [], (optional)*) – Orientation, Transformation orientation
- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing
- **proportional_edit_falloff** (*enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (optional)*) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float in [1e-05, inf], (optional)*) – Proportional Size
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.push_pull` (*value=0.0, mirror=False, proportional='DISABLED', proportional_edit_falloff='SMOOTH', proportional_size=1.0, snap=False, snap_target='CLOSEST', snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0, 0.0, 0.0), release_confirm=False*)

Push/Pull selected items

Parameters

- **value** (*float in [-inf, inf], (optional)*) – Distance
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing

- **proportional_edit_falloff** (enum in [*'SMOOTH'*, *'SPHERE'*, *'ROOT'*, *'SHARP'*, *'LINEAR'*, *'CONSTANT'*, *'RANDOM'*], (optional)) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (float in [*1e-05*, *inf*], (optional)) – Proportional Size
- **snap** (boolean, (optional)) – Use Snapping Options
- **snap_target** (enum in [*'CLOSEST'*, *'CENTER'*, *'MEDIAN'*, *'ACTIVE'*], (optional)) – Target
- **snap_point** (float array of 3 items in [*-inf*, *inf*], (optional)) – Point
- **snap_align** (boolean, (optional)) – Align with Point Normal
- **snap_normal** (float array of 3 items in [*-inf*, *inf*], (optional)) – Normal
- **release_confirm** (boolean, (optional)) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.resize` (*value=(1.0, 1.0, 1.0)*, *constraint_axis=(False, False, False)*, *constraint_orientation=''*, *mirror=False*, *proportional='DISABLED'*, *proportional_edit_falloff='SMOOTH'*, *proportional_size=1.0*, *snap=False*, *snap_target='CLOSEST'*, *snap_point=(0.0, 0.0, 0.0)*, *snap_align=False*, *snap_normal=(0.0, 0.0, 0.0)*, *release_confirm=False*)

Resize selected items

Parameters

- **value** (float array of 3 items in [*-inf*, *inf*], (optional)) – Vector
- **constraint_axis** (boolean array of 3 items, (optional)) – Constraint Axis
- **constraint_orientation** (enum in [], (optional)) – Orientation, Transformation orientation
- **mirror** (boolean, (optional)) – Mirror Editing
- **proportional** (enum in [*'DISABLED'*, *'ENABLED'*, *'CONNECTED'*], (optional)) – Proportional Editing
- **proportional_edit_falloff** (enum in [*'SMOOTH'*, *'SPHERE'*, *'ROOT'*, *'SHARP'*, *'LINEAR'*, *'CONSTANT'*, *'RANDOM'*], (optional)) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (float in [*1e-05*, *inf*], (optional)) – Proportional Size
- **snap** (boolean, (optional)) – Use Snapping Options
- **snap_target** (enum in [*'CLOSEST'*, *'CENTER'*, *'MEDIAN'*, *'ACTIVE'*], (optional)) – Target
- **snap_point** (float array of 3 items in [*-inf*, *inf*], (optional)) – Point
- **snap_align** (boolean, (optional)) – Align with Point Normal
- **snap_normal** (float array of 3 items in [*-inf*, *inf*], (optional)) – Normal
- **release_confirm** (boolean, (optional)) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.rotate` (*value=(0.0)*, *axis=(0.0, 0.0, 0.0)*, *constraint_axis=(False, False, False)*, *constraint_orientation=''*, *mirror=False*, *proportional='DISABLED'*, *proportional_edit_falloff='SMOOTH'*, *proportional_size=1.0*, *snap=False*, *snap_target='CLOSEST'*, *snap_point=(0.0, 0.0, 0.0)*, *snap_align=False*, *snap_normal=(0.0, 0.0, 0.0)*, *release_confirm=False*)

Rotate selected items

Parameters

- **value** (*float array of 1 items in [-inf, inf], (optional)*) – Angle
- **axis** (*float array of 3 items in [-inf, inf], (optional)*) – Axis, The axis around which the transformation occurs
- **constraint_axis** (*boolean array of 3 items, (optional)*) – Constraint Axis
- **constraint_orientation** (*enum in [], (optional)*) – Orientation, Transformation orientation
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing
- **proportional_edit_falloff** (*enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (optional)*) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float in [1e-05, inf], (optional)*) – Proportional Size
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

```
bpy.ops.transform.select_orientation(orientation='')
Select transformation orientation
```

Parameters

- **orientation** (*enum in [], (optional)*) – Orientation, Transformation orientation

```
bpy.ops.transform.seq_slide(value=(1.0, 1.0), snap=False, snap_target='CLOSEST',
                             snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0,
0.0, 0.0), release_confirm=False)
```

Slide a sequence strip in time

Parameters

- **value** (*float array of 2 items in [-inf, inf], (optional)*) – angle
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.shear` (*value=0.0, mirror=False, proportional='DISABLED', proportional_edit_falloff='SMOOTH', proportional_size=1.0, snap=False, snap_target='CLOSEST', snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0, 0.0, 0.0), release_confirm=False*)

Shear selected items along the horizontal screen axis

Parameters

- **value** (*float in [-inf, inf], (optional)*) – Offset
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing
- **proportional_edit_falloff** (*enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (optional)*) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float in [1e-05, inf], (optional)*) – Proportional Size
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.shrink_fatten` (*value=0.0, mirror=False, proportional='DISABLED', proportional_edit_falloff='SMOOTH', proportional_size=1.0, snap=False, snap_target='CLOSEST', snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0, 0.0, 0.0), release_confirm=False*)

Shrink/fatten selected vertices along normals

Parameters

- **value** (*float in [-inf, inf], (optional)*) – Offset
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing
- **proportional_edit_falloff** (*enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (optional)*) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float in [1e-05, inf], (optional)*) – Proportional Size
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal

- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.snap_type` (*type='INCREMENT'*)
Set the snap element type

Parameters

- **type** (*enum in ['INCREMENT', 'VERTEX', 'EDGE', 'FACE', 'VOLUME'], (optional)*) – Type, Set the snap element type

`bpy.ops.transform.tilt` (*value=(0.0), constraint_axis=(False, False, False), constraint_orientation=', mirror=False, proportional='DISABLED', proportional_edit_falloff='SMOOTH', proportional_size=1.0, snap=False, snap_target='CLOSEST', snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0, 0.0, 0.0), release_confirm=False*)

Tilt selected control vertices of 3d curve

Parameters

- **value** (*float array of 1 items in [-inf, inf], (optional)*) – Angle
- **constraint_axis** (*boolean array of 3 items, (optional)*) – Constraint Axis
- **constraint_orientation** (*enum in [], (optional)*) – Orientation, Transformation orientation
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing
- **proportional_edit_falloff** (*enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (optional)*) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float in [1e-05, inf], (optional)*) – Proportional Size
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.tosphere` (*value=0.0, mirror=False, proportional='DISABLED', proportional_edit_falloff='SMOOTH', proportional_size=1.0, snap=False, snap_target='CLOSEST', snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0, 0.0, 0.0), release_confirm=False*)

Move selected vertices outward in a spherical shape around mesh center

Parameters

- **value** (*float in [0, 1], (optional)*) – Factor
- **mirror** (*boolean, (optional)*) – Mirror Editing

- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing
- **proportional_edit_falloff** (*enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (optional)*) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float in [1e-05, inf], (optional)*) – Proportional Size
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.trackball` (*value=(1.0, 1.0), mirror=False, proportional='DISABLED', proportional_edit_falloff='SMOOTH', proportional_size=1.0, snap=False, snap_target='CLOSEST', snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0, 0.0, 0.0), release_confirm=False*)

Trackball style rotation of selected items

Parameters

- **value** (*float array of 2 items in [-inf, inf], (optional)*) – angle
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing
- **proportional_edit_falloff** (*enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (optional)*) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float in [1e-05, inf], (optional)*) – Proportional Size
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.transform` (*mode*='DUMMY', *value*=(0.0, 0.0, 0.0, 0.0), *axis*=(0.0, 0.0, 0.0), *constraint_axis*=(False, False, False), *constraint_orientation*='', *mirror*=False, *proportional*='DISABLED', *proportional_edit_falloff*='SMOOTH', *proportional_size*=1.0, *snap*=False, *snap_target*='CLOSEST', *snap_point*=(0.0, 0.0, 0.0), *snap_align*=False, *snap_normal*=(0.0, 0.0, 0.0), *release_confirm*=False)

Transform selected items by mode type

Parameters

- **mode** (*enum* in ['INIT', 'DUMMY', 'TRANSLATION', 'ROTATION', 'RESIZE', 'TOSPHERE', 'SHEAR', 'WARP', 'SHRINKFATTEN', 'TILT', 'TRACKBALL', 'PUSHPULL', 'CREASE', 'MIRROR', 'BONE_SIZE', 'BONE_ENVELOPE', 'CURVE_SHRINKFATTEN', 'BONE_ROLL', 'TIME_TRANSLATE', 'TIME_SLIDE', 'TIME_SCALE', 'TIME_EXTEND', 'BAKE_TIME', 'BEVEL', 'BWEIGHT', 'ALIGN', 'EDGESLIDE', 'SEQSLIDE'], (*optional*)) – Mode
- **value** (*float array of 4 items* in [-inf, inf], (*optional*)) – Values
- **axis** (*float array of 3 items* in [-inf, inf], (*optional*)) – Axis, The axis around which the transformation occurs
- **constraint_axis** (*boolean array of 3 items*, (*optional*)) – Constraint Axis
- **constraint_orientation** (*enum* in [], (*optional*)) – Orientation, Transformation orientation
- **mirror** (*boolean*, (*optional*)) – Mirror Editing
- **proportional** (*enum* in ['DISABLED', 'ENABLED', 'CONNECTED'], (*optional*)) – Proportional Editing
- **proportional_edit_falloff** (*enum* in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (*optional*)) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float* in [1e-05, inf], (*optional*)) – Proportional Size
- **snap** (*boolean*, (*optional*)) – Use Snapping Options
- **snap_target** (*enum* in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (*optional*)) – Target
- **snap_point** (*float array of 3 items* in [-inf, inf], (*optional*)) – Point
- **snap_align** (*boolean*, (*optional*)) – Align with Point Normal
- **snap_normal** (*float array of 3 items* in [-inf, inf], (*optional*)) – Normal
- **release_confirm** (*boolean*, (*optional*)) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.transform.translate` (*value*=(0.0, 0.0, 0.0), *constraint_axis*=(False, False, False), *constraint_orientation*='', *mirror*=False, *proportional*='DISABLED', *proportional_edit_falloff*='SMOOTH', *proportional_size*=1.0, *snap*=False, *snap_target*='CLOSEST', *snap_point*=(0.0, 0.0, 0.0), *snap_align*=False, *snap_normal*=(0.0, 0.0, 0.0), *release_confirm*=False)

Translate selected items

Parameters

- **value** (*float array of 3 items* in [-inf, inf], (*optional*)) – Vector

- **constraint_axis** (*boolean array of 3 items, (optional)*) – Constraint Axis
- **constraint_orientation** (*enum in [], (optional)*) – Orientation, Transformation orientation
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing
- **proportional_edit_falloff** (*enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (optional)*) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float in [1e-05, inf], (optional)*) – Proportional Size
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

```
bpy.ops.transform.warp (value=(0.0), mirror=False, proportional='DISABLED', proportional_edit_falloff='SMOOTH', proportional_size=1.0, snap=False, snap_target='CLOSEST', snap_point=(0.0, 0.0, 0.0), snap_align=False, snap_normal=(0.0, 0.0, 0.0), release_confirm=False)
```

Warp selected items around the cursor

Parameters

- **value** (*float array of 1 items in [-inf, inf], (optional)*) – Angle
- **mirror** (*boolean, (optional)*) – Mirror Editing
- **proportional** (*enum in ['DISABLED', 'ENABLED', 'CONNECTED'], (optional)*) – Proportional Editing
- **proportional_edit_falloff** (*enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], (optional)*) – Proportional Editing Falloff, Falloff type for proportional editing mode.
- **proportional_size** (*float in [1e-05, inf], (optional)*) – Proportional Size
- **snap** (*boolean, (optional)*) – Use Snapping Options
- **snap_target** (*enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], (optional)*) – Target
- **snap_point** (*float array of 3 items in [-inf, inf], (optional)*) – Point
- **snap_align** (*boolean, (optional)*) – Align with Point Normal
- **snap_normal** (*float array of 3 items in [-inf, inf], (optional)*) – Normal
- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

1.2.56 Ui Operators

`bpy.ops.ui.copy_data_path_button()`
Copy the RNA data path for this property to the clipboard

`bpy.ops.ui.copy_to_selected_button(all=True)`
Copy property from this object to selected objects or bones

Parameters

- **all** (*boolean, (optional)*) – All, Reset to default values all elements of the array.

`bpy.ops.ui.eyedropper()`
Sample a color from the Blender Window to store in a property

`bpy.ops.ui.reports_to_textblock()`
Write the reports

`bpy.ops.ui.reset_default_button(all=True)`
Reset this property's value to its default value

Parameters

- **all** (*boolean, (optional)*) – All, Reset to default values all elements of the array.

`bpy.ops.ui.reset_default_theme()`
Reset to the default theme colors

1.2.57 Uv Operators

`bpy.ops.uv.align(axis='ALIGN_AUTO')`
Align selected UV vertices to an axis

Parameters

- **axis** (*enum in ['ALIGN_AUTO', 'ALIGN_X', 'ALIGN_Y'], (optional)*) – Axis, Axis to align UV locations on.

`bpy.ops.uv.average_islands_scale()`
Undocumented ([contribute](#))

`bpy.ops.uv.circle_select(x=0, y=0, radius=0, gesture_mode=0)`
Select UV vertices using circle selection

Parameters

- **x** (*int in [-inf, inf], (optional)*) – X
- **y** (*int in [-inf, inf], (optional)*) – Y
- **radius** (*int in [-inf, inf], (optional)*) – Radius
- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode

`bpy.ops.uv.cube_project(cube_size=1.0, correct_aspect=True, clip_to_bounds=False, scale_to_bounds=False)`
Undocumented ([contribute](#))

Parameters

- **cube_size** (*float in [0, inf], (optional)*) – Cube Size, Size of the cube to project on.
- **correct_aspect** (*boolean, (optional)*) – Correct Aspect, Map UV's taking image aspect ratio into account.

- **clip_to_bounds** (*boolean, (optional)*) – Clip to Bounds, Clip UV coordinates to bounds after unwrapping.
- **scale_to_bounds** (*boolean, (optional)*) – Scale to Bounds, Scale UV coordinates to bounds after unwrapping.

`bpy.ops.uv.cursor_set` (*location=(0.0, 0.0)*)

Set 2D cursor location

Parameters

- **location** (*float array of 2 items in [-inf, inf], (optional)*) – Location, Cursor location in 0.0-1.0 coordinates.

`bpy.ops.uv.cylinder_project` (*direction='VIEW_ON_EQUATOR', align='POLAR_ZX', radius=1.0, correct_aspect=True, clip_to_bounds=False, scale_to_bounds=False*)

Undocumented ([contribute](#))

Parameters

- **direction** (*enum in ['VIEW_ON_EQUATOR', 'VIEW_ON_POLES', 'ALIGN_TO_OBJECT'], (optional)*) – Direction, Direction of the sphere or cylinder.
- **align** (*enum in ['POLAR_ZX', 'POLAR_ZY'], (optional)*) – Align, How to determine rotation around the pole.
- **radius** (*float in [0, inf], (optional)*) – Radius, Radius of the sphere or cylinder.
- **correct_aspect** (*boolean, (optional)*) – Correct Aspect, Map UV's taking image aspect ratio into account.
- **clip_to_bounds** (*boolean, (optional)*) – Clip to Bounds, Clip UV coordinates to bounds after unwrapping.
- **scale_to_bounds** (*boolean, (optional)*) – Scale to Bounds, Scale UV coordinates to bounds after unwrapping.

`bpy.ops.uv.export_layout` (*filepath="" , check_existing=True, export_all=False, mode='PNG', size=(1024, 1024)*)

Export UV layout to file

Parameters

- **filepath** (*string, (optional)*) – File Path, File path used for exporting the SVG file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **export_all** (*boolean, (optional)*) – All UV's, Export all UVs in this mesh (not just the visible ones)
- **mode** (*enum in ['SVG', 'EPS', 'PNG'], (optional)*) – Format, File format to export the UV layout to
- **size** (*int array of 2 items in [8, 32768], (optional)*) – Dimensions of the exported file

File `op/uv.py:324`

`bpy.ops.uv.follow_active_quads` (*mode='LENGTH'*)

Follow UVs from active quads along continuous face loops

Parameters

- **mode** (*enum in ['EVEN', 'LENGTH'], (optional)*) – Edge Length Mode, Method to space UV edge loops

File `op/uvcalc_follow_active.py:255`

`bpy.ops.uv.hide` (*unselected=False*)
Hide (un)selected UV vertices

Parameters

- **unselected** (*boolean, (optional)*) – Unselected, Hide unselected rather than selected.

`bpy.ops.uv.minimize_stretch` (*fill_holes=True, blend=0.0, iterations=0*)
Reduce UV stretching by relaxing angles

Parameters

- **fill_holes** (*boolean, (optional)*) – Fill Holes, Virtual fill holes in mesh before unwrapping, to better avoid overlaps and preserve symmetry.
- **blend** (*float in [0, 1], (optional)*) – Blend, Blend factor between stretch minimized and original.
- **iterations** (*int in [0, inf], (optional)*) – Iterations, Number of iterations to run, 0 is unlimited when run interactively.

`bpy.ops.uv.pack_islands` ()
Undocumented ([contribute](#))

`bpy.ops.uv.pin` (*clear=False*)
Set/clear selected UV vertices as anchored between multiple unwrap operations

Parameters

- **clear** (*boolean, (optional)*) – Clear, Clear pinning for the selection instead of setting it.

`bpy.ops.uv.project_from_view` (*orthographic=False, correct_aspect=True, clip_to_bounds=False, scale_to_bounds=False*)
Undocumented ([contribute](#))

Parameters

- **orthographic** (*boolean, (optional)*) – Orthographic, Use orthographic projection.
- **correct_aspect** (*boolean, (optional)*) – Correct Aspect, Map UV's taking image aspect ratio into account.
- **clip_to_bounds** (*boolean, (optional)*) – Clip to Bounds, Clip UV coordinates to bounds after unwrapping.
- **scale_to_bounds** (*boolean, (optional)*) – Scale to Bounds, Scale UV coordinates to bounds after unwrapping.

`bpy.ops.uv.reset` ()
Undocumented ([contribute](#))

`bpy.ops.uv.reveal` ()
Reveal all hidden UV vertices

`bpy.ops.uv.select` (*extend=False, location=(0.0, 0.0)*)
Select UV vertice

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection rather than clearing the existing selection.
- **location** (*float array of 2 items in [-inf, inf], (optional)*) – Location, Mouse location in normalized coordinates, 0.0 to 1.0 is within the image bounds.

`bpy.ops.uv.select_all` (*action='TOGGLE'*)
Change selection of all UV vertices

Parameters

- **action** (*enum in ['TOGGLE', 'SELECT', 'DESELECT', 'INVERT'], (optional)*) – Action, Selection action to execute

`bpy.ops.uv.select_border` (*pinned=False, gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0*)
Select UV vertices using border selection

Parameters

- **pinned** (*boolean, (optional)*) – Pinned, Border select pinned UVs only.
- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.uv.select_inverse` ()
Select inverse of (un)selected UV vertices

`bpy.ops.uv.select_linked` (*extend=False*)
Select all UV vertices linked to the active UV map

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection rather than clearing the existing selection.

`bpy.ops.uv.select_linked_pick` (*extend=False, location=(0.0, 0.0)*)
Select all UV vertices linked under the mouse

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection rather than clearing the existing selection.
- **location** (*float array of 2 items in [-inf, inf], (optional)*) – Location, Mouse location in normalized coordinates, 0.0 to 1.0 is within the image bounds.

`bpy.ops.uv.select_loop` (*extend=False, location=(0.0, 0.0)*)
Select a loop of connected UV vertices

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection rather than clearing the existing selection.
- **location** (*float array of 2 items in [-inf, inf], (optional)*) – Location, Mouse location in normalized coordinates, 0.0 to 1.0 is within the image bounds.

`bpy.ops.uv.select_pinned` ()
Select all pinned UV vertices

`bpy.ops.uv.smart_project` (*angle_limit=66.0, island_margin=0.0*)
This script projection unwraps the selected faces of a mesh. it operates on all selected mesh objects, and can be used unwrap selected faces, or all faces.

Parameters

- **angle_limit** (*float in [1, 89], (optional)*) – Angle Limit, lower for more projection groups, higher for less distortion.
- **island_margin** (*float in [0, 1], (optional)*) – Island Margin, Margin to reduce bleed from adjacent islands.

File `op/uvcalc_smart_project.py:1126`

`bpy.ops.uv.snap_cursor` (*target='PIXELS'*)
Snap cursor to target type

Parameters

- **target** (*enum in ['PIXELS', 'SELECTION'], (optional)*) – Target, Target to snap the selected UV's to.

`bpy.ops.uv.snap_selection` (*target='PIXELS'*)
Snap selected UV vertices to target type

Parameters

- **target** (*enum in ['PIXELS', 'CURSOR', 'ADJACENT_UNSELECTED'], (optional)*) – Target, Target to snap the selected UV's to.

`bpy.ops.uv.sphere_project` (*direction='VIEW_ON_EQUATOR', align='POLAR_ZX', correct_aspect=True, clip_to_bounds=False, scale_to_bounds=False*)
Undocumented ([contribute](#))

Parameters

- **direction** (*enum in ['VIEW_ON_EQUATOR', 'VIEW_ON_POLES', 'ALIGN_TO_OBJECT'], (optional)*) – Direction, Direction of the sphere or cylinder.
- **align** (*enum in ['POLAR_ZX', 'POLAR_ZY'], (optional)*) – Align, How to determine rotation around the pole.
- **correct_aspect** (*boolean, (optional)*) – Correct Aspect, Map UV's taking image aspect ratio into account.
- **clip_to_bounds** (*boolean, (optional)*) – Clip to Bounds, Clip UV coordinates to bounds after unwrapping.
- **scale_to_bounds** (*boolean, (optional)*) – Scale to Bounds, Scale UV coordinates to bounds after unwrapping.

`bpy.ops.uv.stitch` (*use_limit=True, limit=0.01*)
Stitch selected UV vertices by proximity

Parameters

- **use_limit** (*boolean, (optional)*) – Use Limit, Stitch UVs within a specified limit distance.
- **limit** (*float in [0, inf], (optional)*) – Limit, Limit distance in normalized coordinates.

`bpy.ops.uv.tile_set` (*tile=(0, 0)*)
Set UV image tile coordinates

Parameters

- **tile** (*int array of 2 items in [0, inf], (optional)*) – Tile, Tile coordinate.

`bpy.ops.uv.unlink_selection` ()
Unlink selected UV vertices from active UV map

`bpy.ops.uv.unwrap` (*method='ANGLE_BASED', fill_holes=True, correct_aspect=True*)
Undocumented ([contribute](#))

Parameters

- **method** (*enum in ['ANGLE_BASED', 'CONFORMAL'], (optional)*) – Method, Unwrapping method. Angle Based usually gives better results than Conformal, while being somewhat slower.
- **fill_holes** (*boolean, (optional)*) – Fill Holes, Virtual fill holes in mesh before unwrapping, to better avoid overlaps and preserve symmetry.
- **correct_aspect** (*boolean, (optional)*) – Correct Aspect, Map UV's taking image aspect ratio into account.

`bpy.ops.uv.weld()`
Weld selected UV vertices together

1.2.58 View2d Operators

`bpy.ops.view2d.pan(deltax=0, deltay=0)`
Pan the view

Parameters

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y

`bpy.ops.view2d.reset()`
Reset the view

`bpy.ops.view2d.scroll_down(deltax=0, deltay=0)`
Scroll the view down

Parameters

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y

`bpy.ops.view2d.scroll_left(deltax=0, deltay=0)`
Scroll the view left

Parameters

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y

`bpy.ops.view2d.scroll_right(deltax=0, deltay=0)`
Scroll the view right

Parameters

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y

`bpy.ops.view2d.scroll_up(deltax=0, deltay=0)`
Scroll the view up

Parameters

- **deltax** (*int in [-inf, inf], (optional)*) – Delta X
- **deltay** (*int in [-inf, inf], (optional)*) – Delta Y

`bpy.ops.view2d.scroller_activate()`
 Scroll view by mouse click and drag

`bpy.ops.view2d.zoom(deltax=0.0, deltax=0.0)`
 Zoom in/out the view

Parameters

- **deltax** (*float in [-inf, inf], (optional)*) – Delta X
- **deltay** (*float in [-inf, inf], (optional)*) – Delta Y

`bpy.ops.view2d.zoom_border(gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0)`
 Zoom in the view to the nearest item contained in the border

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.view2d.zoom_in(zoomfacx=0.0, zoomfacy=0.0)`
 Zoom in the view

Parameters

- **zoomfacx** (*float in [-inf, inf], (optional)*) – Zoom Factor X
- **zoomfacy** (*float in [-inf, inf], (optional)*) – Zoom Factor Y

`bpy.ops.view2d.zoom_out(zoomfacx=0.0, zoomfacy=0.0)`
 Zoom out the view

Parameters

- **zoomfacx** (*float in [-inf, inf], (optional)*) – Zoom Factor X
- **zoomfacy** (*float in [-inf, inf], (optional)*) – Zoom Factor Y

1.2.59 View3d Operators

`bpy.ops.view3d.background_image_add(name="Image", filepath="Path")`
 Add a new background image

Parameters

- **name** (*string, (optional)*) – Name, Image name to assign.
- **filepath** (*string, (optional)*) – Filepath, Path to image file

`bpy.ops.view3d.background_image_remove(index=0)`
 Remove a background image from the 3D view

Parameters

- **index** (*int in [0, inf], (optional)*) – Index, Background image index to remove

`bpy.ops.view3d.camera_to_view()`
 Set camera view to active view

`bpy.ops.view3d.clip_border` (*xmin=0, xmax=0, ymin=0, ymax=0*)
Set the view clipping border

Parameters

- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.view3d.cursor3d` ()
Set the location of the 3D cursor

`bpy.ops.view3d.edit_mesh_extrude_individual_move` ()
Extrude individual elements and move

File `ui/space_view3d.py:1439`

`bpy.ops.view3d.edit_mesh_extrude_move_normal` ()
Extrude and move along normals

File `ui/space_view3d.py:1468`

`bpy.ops.view3d.enable_manipulator` (*translate=False, rotate=False, scale=False*)
Enable the transform manipulator for use

Parameters

- **translate** (*boolean, (optional)*) – Translate, Enable the translate manipulator
- **rotate** (*boolean, (optional)*) – Rotate, Enable the rotate manipulator
- **scale** (*boolean, (optional)*) – Scale, Enable the scale manipulator

`bpy.ops.view3d.fly` ()
Interactively fly around the scene

`bpy.ops.view3d.game_start` ()
Start game engine

`bpy.ops.view3d.layers` (*nr=1, extend=False, toggle=True*)
Toggle layer(s) visibility

Parameters

- **nr** (*int in [0, 20], (optional)*) – Number, The layer number to set, zero for all layers
- **extend** (*boolean, (optional)*) – Extend, Add this layer to the current view layers
- **toggle** (*boolean, (optional)*) – Toggle, Toggle the layer

`bpy.ops.view3d.localview` ()
Toggle display of selected object(s) separately and centered in view

`bpy.ops.view3d.manipulator` (*constraint_axis=(False, False, False), constraint_orientation='', release_confirm=False*)
Manipulate selected item by axis

Parameters

- **constraint_axis** (*boolean array of 3 items, (optional)*) – Constraint Axis
- **constraint_orientation** (*enum in [], (optional)*) – Orientation, Transformation orientation

- **release_confirm** (*boolean, (optional)*) – Confirm on Release, Always confirm operation when releasing button

`bpy.ops.view3d.move()`
Move the view

`bpy.ops.view3d.object_as_camera()`
Set the active object as the active camera for this view or scene

`bpy.ops.view3d.properties()`
Toggles the properties panel display

`bpy.ops.view3d.render_border(xmin=0, xmax=0, ymin=0, ymax=0)`
Set the boundaries of the border render and enables border render

Parameters

- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

`bpy.ops.view3d.rotate()`
Rotate the view

`bpy.ops.view3d.select(extend=False, center=False, enumerate=False)`
Activate/select item(s)

Parameters

- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.
- **center** (*boolean, (optional)*) – Center, Use the object center when selecting (object mode only).
- **enumerate** (*boolean, (optional)*) – Enumerate, List objects under the mouse (object mode only).

`bpy.ops.view3d.select_border(gesture_mode=0, xmin=0, xmax=0, ymin=0, ymax=0, extend=True)`
Select items using border selection

Parameters

- **gesture_mode** (*int in [-inf, inf], (optional)*) – Gesture Mode
- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max
- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first

`bpy.ops.view3d.select_circle(x=0, y=0, radius=0, gesture_mode=0)`
Select items using circle selection

Parameters

- **x** (*int in [-inf, inf], (optional)*) – X

- **y** (*int in [-inf, inf], (optional)*) – Y
- **radius** (*int in [-inf, inf], (optional)*) – Radius
- **gesture_mode** (*int in [-inf, inf], (optional)*) – Event Type

`bpy.ops.view3d.select_lasso` (*path=None, deselect=False, extend=True*)
Select items using lasso selection

Parameters

- **path** (Collection of `OperatorMousePath`, (optional)) – Path
- **deselect** (*boolean, (optional)*) – Deselect, Deselect rather than select items.
- **extend** (*boolean, (optional)*) – Extend, Extend selection instead of deselecting everything first.

`bpy.ops.view3d.smoothview` ()
The time to animate the change of view (in milliseconds)

`bpy.ops.view3d.snap_cursor_to_active` ()
Snap cursor to active item

`bpy.ops.view3d.snap_cursor_to_center` ()
Snap cursor to the Center

`bpy.ops.view3d.snap_cursor_to_grid` ()
Snap cursor to nearest grid node

`bpy.ops.view3d.snap_cursor_to_selected` ()
Snap cursor to center of selected item(s)

`bpy.ops.view3d.snap_selected_to_cursor` ()
Snap selected item(s) to cursor

`bpy.ops.view3d.snap_selected_to_grid` ()
Snap selected item(s) to nearest grid node

`bpy.ops.view3d.toolshelf` ()
Toggles tool shelf display

`bpy.ops.view3d.view_all` (*center=False*)
View all objects in scene

Parameters

- **center** (*boolean, (optional)*) – Center

`bpy.ops.view3d.view_center_camera` ()
Center the camera view

`bpy.ops.view3d.view_center_cursor` ()
Centers the view so that the cursor is in the middle of the view

`bpy.ops.view3d.view_orbit` (*type='ORBITLEFT'*)
Orbit the view

Parameters

- **type** (*enum in ['ORBITLEFT', 'ORBITRIGHT', 'ORBITUP', 'ORBITDOWN'], (optional)*)
– Orbit, Direction of View Orbit

`bpy.ops.view3d.view_pan` (*type='PANLEFT'*)
Pan the view

Parameters

- **type** (*enum in ['PANLEFT', 'PANRIGHT', 'PANUP', 'PANDOWN'], (optional)*) – Pan, Direction of View Pan

`bpy.ops.view3d.view_persportho()`
Switch the current view from perspective/orthographic

`bpy.ops.view3d.view_selected()`
Move the view to the selection center

`bpy.ops.view3d.viewnumpad(type='FRONT', align_active=False)`
Set the view

Parameters

- **type** (*enum in ['FRONT', 'BACK', 'LEFT', 'RIGHT', 'TOP', 'BOTTOM', 'CAMERA'], (optional)*) – View, The Type of view
- **align_active** (*boolean, (optional)*) – Align Active, Align to the active objects axis

`bpy.ops.view3d.zoom(delta=0, mx=0, my=0)`
Zoom in/out in the view

Parameters

- **delta** (*int in [-inf, inf], (optional)*) – Delta
- **mx** (*int in [0, inf], (optional)*) – Zoom Position X
- **my** (*int in [0, inf], (optional)*) – Zoom Position Y

`bpy.ops.view3d.zoom_border(xmin=0, xmax=0, ymin=0, ymax=0)`
Zoom in the view to the nearest object contained in the border

Parameters

- **xmin** (*int in [-inf, inf], (optional)*) – X Min
- **xmax** (*int in [-inf, inf], (optional)*) – X Max
- **ymin** (*int in [-inf, inf], (optional)*) – Y Min
- **ymax** (*int in [-inf, inf], (optional)*) – Y Max

1.2.60 Wm Operators

`bpy.ops.wm.addon_disable(module=""`)
Disable an addon

Parameters

- **module** (*string, (optional)*) – Module, Module name of the addon to disable

File `ui/space_userpref.py:1114`

`bpy.ops.wm.addon_enable(module=""`)
Enable an addon

Parameters

- **module** (*string, (optional)*) – Module, Module name of the addon to enable

File `ui/space_userpref.py:1093`

`bpy.ops.wm.addon_expand` (*module=""*)
Display more information on this add-on

Parameters

- **module** (*string, (optional)*) – Module, Module name of the addon to expand

File `ui/space_userpref.py:1217`

`bpy.ops.wm.addon_install` (*module=""*, *filepath=""*, *filter_folder=True*, *filter_python=True*, *filter_glob="*.py;*.zip"*)

Install an addon

Parameters

- **module** (*string, (optional)*) – Module, Module name of the addon to disable
- **filepath** (*string, (optional)*) – File Path, File path to write file to
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_python** (*boolean, (optional)*) – Filter python

File `ui/space_userpref.py:1131`

`bpy.ops.wm.call_menu` (*name=""*)
Undocumented ([contribute](#))

Parameters

- **name** (*string, (optional)*) – Name, Name of the menu

`bpy.ops.wm.context_cycle_array` (*data_path=""*, *reverse=False*)

Set a context array value. Useful for cycling the active mesh edit mode.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **reverse** (*boolean, (optional)*) – Reverse, Cycle backwards

File `op/wm.py:368`

`bpy.ops.wm.context_cycle_enum` (*data_path=""*, *reverse=False*)
Toggle a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **reverse** (*boolean, (optional)*) – Reverse, Cycle backwards

File `op/wm.py:315`

`bpy.ops.wm.context_cycle_int` (*data_path=""*, *reverse=False*)
Set a context value. Useful for cycling active material,

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **reverse** (*boolean, (optional)*) – Reverse, Cycle backwards

File `op/wm.py:281`

`bpy.ops.wm.context_modal_mouse` (*data_path_iter=""*, *data_path_item=""*, *input_scale=0.01*, *invert=False*, *initial_x=0*)

Adjust arbitrary values with mouse input

Parameters

- **data_path_iter** (*string, (optional)*) – The data path relative to the context, must point to an iterable.
- **data_path_item** (*string, (optional)*) – The data path from each iterable to the value (int or float)
- **input_scale** (*float in [-inf, inf], (optional)*) – Scale the mouse movement by this value before applying the delta
- **invert** (*boolean, (optional)*) – Invert the mouse input

File `op/wm.py:498`

`bpy.ops.wm.context_scale_int` (*data_path=""*, *value=1.0*, *always_step=True*)

Scale an int context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **value** (*float in [-inf, inf], (optional)*) – Value, Assign value
- **always_step** (*boolean, (optional)*) – Always Step, Always adjust the value by a minimum of 1 when ‘value’ is not 1.0.

File `op/wm.py:143`

`bpy.ops.wm.context_set_boolean` (*data_path=""*, *value=True*)

Set a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **value** (*boolean, (optional)*) – Value, Assignment value

File `op/wm.py:66`

`bpy.ops.wm.context_set_enum` (*data_path=""*, *value=""*)

Set a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **value** (*string, (optional)*) – Value, Assignment value (as a string)

File `op/wm.py:66`

`bpy.ops.wm.context_set_float` (*data_path=""*, *value=0.0*, *relative=False*)

Set a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **value** (*float in [-inf, inf], (optional)*) – Value, Assignment value
- **relative** (*boolean, (optional)*) – Relative, Apply relative to the current value (delta)

File `op/wm.py:66`

`bpy.ops.wm.context_set_id` (*data_path=""*, *value=""*)

Toggle a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **value** (*string, (optional)*) – Value, Assign value

File `op/wm.py:396`

`bpy.ops.wm.context_set_int` (*data_path=""*, *value=0*, *relative=False*)

Set a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **value** (*int in [-inf, inf], (optional)*) – Value, Assign value
- **relative** (*boolean, (optional)*) – Relative, Apply relative to the current value (delta)

File `op/wm.py:66`

`bpy.ops.wm.context_set_string` (*data_path=""*, *value=""*)

Set a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **value** (*string, (optional)*) – Value, Assign value

File `op/wm.py:66`

`bpy.ops.wm.context_set_value` (*data_path=""*, *value=""*)

Set a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **value** (*string, (optional)*) – Value, Assignment value (as a string)

File `op/wm.py:219`

`bpy.ops.wm.context_toggle` (*data_path=""*)

Toggle a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string

File `op/wm.py:234`

`bpy.ops.wm.context_toggle_enum` (*data_path=""*, *value_1=""*, *value_2=""*)

Toggle a context value.

Parameters

- **data_path** (*string, (optional)*) – Context Attributes, rna context string
- **value_1** (*string, (optional)*) – Value, Toggle enum
- **value_2** (*string, (optional)*) – Value, Toggle enum

File `op/wm.py:258`

`bpy.ops.wm.debug_menu` (*debugval=0*)

Open a popup to set the debug level

Parameters

- **debugval** (*int in [-10000, 10000], (optional)*) – Debug Value

`bpy.ops.wm.doc_edit` (*doc_id=""*, *doc_new=""*)

Load online reference docs

Parameters

- **doc_id** (*string, (optional)*) – Doc ID
- **doc_new** (*string, (optional)*) – Edit Description

File `op/wm.py:620`

`bpy.ops.wm.doc_view` (*doc_id=""*)

Load online reference docs

Parameters

- **doc_id** (*string, (optional)*) – Doc ID

File `op/wm.py:575`

`bpy.ops.wm.interaction_preset_add` (*name=""*, *remove_active=False*)

Add an Application Interaction Preset

Parameters

- **name** (*string, (optional)*) – Name, Name of the preset, used to make the path name

File `op/presets.py:43`

`bpy.ops.wm.keyconfig_activate` (*filepath=""*)

Undocumented ([contribute](#))

Parameters

- **filepath** (*string, (optional)*) – File Path

File `op/wm.py:802`

`bpy.ops.wm.keyconfig_export` (*filepath="keymap.py"*, *filter_folder=True*, *filter_text=True*, *filter_python=True*)

Export key configuration to a python script

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath to write file to
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_text** (*boolean, (optional)*) – Filter text
- **filter_python** (*boolean, (optional)*) – Filter python

File `ui/space_userpref_keymap.py:594`

`bpy.ops.wm.keyconfig_import` (*filepath="keymap.py"*, *filter_folder=True*, *filter_text=True*, *filter_python=True*, *keep_original=True*)

Import key configuration from a python script

Parameters

- **filepath** (*string, (optional)*) – File Path, Filepath to write file to

- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filter_text** (*boolean, (optional)*) – Filter text
- **filter_python** (*boolean, (optional)*) – Filter python
- **keep_original** (*boolean, (optional)*) – Keep original, Keep original file after copying to configuration folder

File `ui/space_userpref_keymap.py:545`

`bpy.ops.wm.keyconfig_preset_add` (*name=""*, *remove_active=False*)
Add a Keyconfig Preset

Parameters

- **name** (*string, (optional)*) – Name, Name of the preset, used to make the path name

File `op/presets.py:43`

`bpy.ops.wm.keyconfig_remove` ()
Remove key config

File `ui/space_userpref_keymap.py:780`

`bpy.ops.wm.keyconfig_test` ()
Test keyconfig for conflicts

File `ui/space_userpref_keymap.py:512`

`bpy.ops.wm.keyitem_add` ()
Add key map item

File `ui/space_userpref_keymap.py:732`

`bpy.ops.wm.keyitem_remove` (*item_id=0*)
Remove key map item

Parameters

- **item_id** (*int in [-inf, inf], (optional)*) – Item Identifier, Identifier of the item to remove

File `ui/space_userpref_keymap.py:763`

`bpy.ops.wm.keyitem_restore` (*item_id=0*)
Restore key map item

Parameters

- **item_id** (*int in [-inf, inf], (optional)*) – Item Identifier, Identifier of the item to remove

File `ui/space_userpref_keymap.py:716`

`bpy.ops.wm.keymap_edit` ()
Edit stored key map

File `ui/space_userpref_keymap.py:677`

`bpy.ops.wm.keymap_restore` (*all=False*)
Restore key map(s)

Parameters

- **all** (*boolean, (optional)*) – All Keymaps, Restore all keymaps to default

File `ui/space_userpref_keymap.py:691`

```
bpy.ops.wm.link_append(filepath="", directory="", filename="", filter_blender=True, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=True, filemode=1, relative_path=False, link=True, autoselect=True, active_layer=True, instance_groups=True, files=None)
```

Link or Append from a Library .blend file

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **directory** (*string, (optional)*) – Directory, Directory of the file
- **filename** (*string, (optional)*) – File Name, Name of the file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **link** (*boolean, (optional)*) – Link, Link the objects or datablocks rather than appending
- **autoselect** (*boolean, (optional)*) – Select, Select the linked objects
- **active_layer** (*boolean, (optional)*) – Active Layer, Put the linked objects on the active layer
- **instance_groups** (*boolean, (optional)*) – Instance Groups, Create instances for each group as a DupliGroup
- **files** (Collection of `OperatorFileListElement`, (*optional*)) – Files

```
bpy.ops.wm.memory_statistics()
```

Print memory statistics to the console

```
bpy.ops.wm.open_mainfile(filepath="", filter_blender=True, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=True, filemode=8, load_ui=True, use_scripts=True)
```

Open a Blender file

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files

- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **load_ui** (*boolean, (optional)*) – Load UI, Load user interface setup in the .blend file
- **use_scripts** (*boolean, (optional)*) – Trusted Source, Allow blend file execute scripts automatically, default available from system preferences

`bpy.ops.wm.path_open` (*filepath=""*)
Open a path in a file browser

Parameters

- **filepath** (*string, (optional)*) – File Path

File `op/wm.py:533`

`bpy.ops.wm.properties_add` (*data_path=""*)
Internal use (edit a property data_path)

Parameters

- **data_path** (*string, (optional)*) – Property Edit, Property data_path edit

File `op/wm.py:763`

`bpy.ops.wm.properties_edit` (*data_path="", property="", value="", min=0.0, max=1.0, description=""*)
Internal use (edit a property data_path)

Parameters

- **data_path** (*string, (optional)*) – Property Edit, Property data_path edit
- **property** (*string, (optional)*) – Property Name, Property name edit
- **value** (*string, (optional)*) – Property Value, Property value edit
- **min** (*float in [-inf, inf], (optional)*) – Min
- **max** (*float in [-inf, inf], (optional)*) – Max
- **description** (*string, (optional)*) – Tip

File `op/wm.py:701`

`bpy.ops.wm.properties_remove` (*data_path="", property=""*)
Internal use (edit a property data_path)

Parameters

- **data_path** (*string, (optional)*) – Property Edit, Property data_path edit

- **property** (*string, (optional)*) – Property Name, Property name edit

File `op/wm.py:790`

`bpy.ops.wm.quit_blender()`
Quit Blender

`bpy.ops.wm.read_factory_settings()`
Load default file and user preferences

`bpy.ops.wm.read_homefile()`
Open the default file (doesn't save the current file)

`bpy.ops.wm.recover_auto_save(filepath="", filter_blender=True, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=False, filemode=8)`
Open an automatically saved file to recover it

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file

`bpy.ops.wm.recover_last_session()`
Open the last closed file (“quit.blend”)

`bpy.ops.wm.redraw_timer(type='DRAW', iterations=10)`
Simple redraw timer to test the speed of updating the interface

Parameters

- **type** (*enum in ['DRAW', 'DRAW_SWAP', 'DRAW_WIN', 'DRAW_WIN_SWAP', 'ANIM_STEP', 'ANIM_PLAY', 'UNDO'], (optional)*) – Type
- **iterations** (*int in [1, inf], (optional)*) – Iterations, Number of times to redraw

`bpy.ops.wm.save_as_mainfile(filepath="", check_existing=True, filter_blender=True, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=True, filemode=8, compress=False, relative_remap=True, copy=False)`
Save the current file in the desired location

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files
- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **compress** (*boolean, (optional)*) – Compress, Write compressed .blend file
- **relative_remap** (*boolean, (optional)*) – Remap Relative, Remap relative paths when saving in a different directory
- **copy** (*boolean, (optional)*) – Save Copy, Save a copy of the actual working state but does not make saved file active.

`bpy.ops.wm.save_homefile()`

Make the current file the default .blend file

`bpy.ops.wm.save_mainfile(filepath="", check_existing=True, filter_blender=True, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_btx=False, filter_collada=False, filter_folder=True, filemode=8, compress=False, relative_remap=False)`

Save the current Blender file

Parameters

- **filepath** (*string, (optional)*) – File Path, Path to file
- **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter_blender** (*boolean, (optional)*) – Filter .blend files
- **filter_image** (*boolean, (optional)*) – Filter image files
- **filter_movie** (*boolean, (optional)*) – Filter movie files
- **filter_python** (*boolean, (optional)*) – Filter python files
- **filter_font** (*boolean, (optional)*) – Filter font files
- **filter_sound** (*boolean, (optional)*) – Filter sound files
- **filter_text** (*boolean, (optional)*) – Filter text files
- **filter_btx** (*boolean, (optional)*) – Filter btx files

- **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter_folder** (*boolean, (optional)*) – Filter folders
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **compress** (*boolean, (optional)*) – Compress, Write compressed .blend file
- **relative_remap** (*boolean, (optional)*) – Remap Relative, Remap relative paths when saving in a different directory

`bpy.ops.wm.search_menu()`
Undocumented ([contribute](#))

`bpy.ops.wm.splash()`
Opens a blocking popup region with release info

`bpy.ops.wm.sysinfo()`
Generate System Info

File `op/wm.py:811`

`bpy.ops.wm.url_open(url=""`)
Open a website in the Webbrowser

Parameters

- **url** (*string, (optional)*) – URL, URL to open

File `op/wm.py:520`

`bpy.ops.wm.window_duplicate()`
Duplicate the current Blender window

`bpy.ops.wm.window_fullscreen_toggle()`
Toggle the current window fullscreen

1.2.61 World Operators

`bpy.ops.world.new()`
Add a new world

1.3 Types (bpy.types)

1.3.1 Action(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Action` (*ID*)
A collection of F-Curves for animation

fcurves

The individual F-Curves that make up the Action

Type `ActionFCurves` collection of `FCurve`, (readonly)

frame_range

The final frame range of all fcurves within this action

Type float array of 2 items in `[-inf, inf]`, default `(0.0, 0.0)`, (readonly)

groups

Convenient groupings of F-Curves

Type `ActionGroups` collection of `ActionGroup`, (readonly)

pose_markers

Markers specific to this Action, for labeling poses

Type `ActionPoseMarkers` collection of `TimelineMarker`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `ActionActuator.action`
- `ActionConstraint.action`
- `AnimData.action`
- `BlendData.actions`
- `MainActions.new`
- `MainActions.remove`
- `NlaStrip.action`
- `Object.pose_library`

- `ShapeActionActuator.action`
- `SpaceDopeSheetEditor.action`

1.3.2 ActionActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.ActionActuator` (*Actuator*)

Actuator to control the object movement

action

Type `Action`

frame_blend_in

Number of frames of motion blending

Type `int` in `[0, 32767]`, default `0`

frame_end

Type `int` in `[0, 300000]`, default `0`

frame_property

Assign the action's current frame number to this property

Type `string`, default `""`

frame_start

Type `int` in `[0, 300000]`, default `0`

play_mode

Action playback type

Type `enum` in `['PLAY', 'FLIPPER', 'LOOPSTOP', 'LOOPEND', 'PROPERTY']`, default `'PLAY'`

priority

Execution priority - lower numbers will override actions with higher numbers. With 2 or more actions at once, the overriding channels must be lower in the stack

Type `int` in `[0, 100]`, default `0`

property

Use this property to define the Action position

Type `string`, default `""`

use_continue_last_frame

Restore last frame when switching on/off, otherwise play from the start each time

Type `boolean`, default `False`

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.3 ActionConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.ActionConstraint` (*Constraint*)

Map an action to the transform axes of a bone

action

Type `Action`

frame_end

Last frame of the Action to use

Type `int` in `[-300000, 300000]`, default `0`

frame_start

First frame of the Action to use

Type `int` in `[-300000, 300000]`, default `0`

max

Maximum value for target channel range

Type `float` in `[-1000, 1000]`, default `0.0`

min

Minimum value for target channel range

Type `float` in `[-1000, 1000]`, default `0.0`

subtarget

Type `string`, default `""`

target

Target Object

Type `Object`

transform_channel

Transformation channel from the target that is used to key the Action

Type enum in ['LOCATION_X', 'LOCATION_Y', 'LOCATION_Z', 'ROTATION_X', 'ROTATION_Y', 'ROTATION_Z', 'SCALE_X', 'SCALE_Y', 'SCALE_Z'], default 'ROTATION_X'

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.4 ActionFCurves(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ActionFCurves` (*bpy_struct*)

Collection of action fcurves

new (*data_path*, *array_index=0*, *action_group=""*)

Add a keyframe to the curve.

Parameters

- **data_path** (*string*) – Data Path, FCurve data path to use.
- **array_index** (*int in [0, inf], (optional)*) – Index, Array index.
- **action_group** (*string, (optional)*) – Action Group, Action group to add this fcurve into.

Returns Newly created fcurve

Return type `FCurve`

remove (*fcurve*)

Remove action group.

Parameters

- **fcurve** (`FCurve`, (never None)) – FCurve to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Action.fcurves`

1.3.5 ActionGroup(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ActionGroup` (*bpy_struct*)
Groups of F-Curves

channels

F-Curves in this group

Type Collection of `FCurve`, (readonly)

custom_color

Index of custom color set

Type int in [-inf, inf], default 0**lock**

Action Group is locked

Type boolean, default False**name****Type** string, default ""**select**

Action Group is selected

Type boolean, default False**show_expanded**

Action Group is expanded

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Action.groups`
- `ActionGroups.new`
- `ActionGroups.remove`
- `FCurve.group`

1.3.6 ActionGroups(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ActionGroups` (*bpy_struct*)

Collection of action groups

new (*name*)

Add a keyframe to the curve.

Parameters

- **name** (*string*) – New name for the action group.

Returns Newly created action group

Return type `ActionGroup`

remove (*action_group*)

Remove action group.

Parameters

- **action_group** (`ActionGroup`, (never `None`)) – Action group to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Action.groups`

1.3.7 ActionPoseMarkers(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ActionPoseMarkers` (*bpy_struct*)

Collection of timeline markers

new (*name*)

Add a pose marker to the action.

Parameters

- **name** (*string*) – New name for the marker (not unique).

Returns Newly created marker

Return type `TimelineMarker`

remove (*marker*)

Remove a timeline marker.

Parameters

- **marker** (`TimelineMarker`, (never `None`)) – Timeline marker to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Action.pose_markers`

1.3.8 Actuator(`bpy_struct`)

base class — `bpy_struct`

subclasses — `ShapeActionActuator`, `VisibilityActuator`, `FCurveActuator`, `MessageActuator`, `RandomActuator`, `Filter2DActuator`, `GameActuator`, `CameraActuator`, `ArmatureActuator`, `SoundActuator`, `ParentActuator`, `SceneActuator`, `StateActuator`, `ActionActuator`, `PropertyActuator`, `ObjectActuator`, `ConstraintActuator`, `EditObjectActuator`

class `bpy.types.Actuator` (*`bpy_struct`*)

Actuator to apply actions in the game engine

name

Type string, default ""

pin

Display when not linked to a visible states controller

Type boolean, default False

show_expanded

Set actuator expanded in the user interface

Type boolean, default False

type

Type enum in ['ACTION', 'ARMATURE', 'CAMERA', 'CONSTRAINT', 'EDIT_OBJECT', 'FCURVE', 'FILTER_2D', 'GAME', 'MESSAGE', 'OBJECT', 'PARENT', 'PROPERTY', 'RANDOM', 'SCENE', 'SHAPE_ACTION', 'SOUND', 'STATE', 'VISIBILITY'], default 'OBJECT'

link (*`controller`*)

Link the actuator to a controller.

Parameters

- **controller** (*`Controller`*) – Controller to link to.

unlink (*`controller`*)

Unlink the actuator from a controller.

Parameters

- **controller** (*`Controller`*) – Controller to unlink from.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

References

- `Controller.link`
- `Controller.unlink`
- `GameObjectSettings.actuators`

1.3.9 ActuatorSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.ActuatorSensor` (*Sensor*)
Sensor to detect state modifications of actuators

actuator

Actuator name, actuator active state modifications will be detected

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.10 Addon(`bpy_struct`)

base class — `bpy_struct`

```
class bpy.types.Addon (bpy_struct)
    Python addons to be loaded automatically

    module
        Module name

        Type string, default ""
```

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Addons.new`
- `Addons.remove`

- `UserPreferences.addons`

1.3.11 Addons(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Addons` (*bpy_struct*)

Collection of add-ons

classmethod `new` ()

Add a new addon

Returns Addon datablock.

Return type `Addon`

classmethod `remove` (*addon*)

Remove addon.

Parameters

- **addon** (`Addon`, (never `None`)) – Addon to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UserPreferences.addons`

1.3.12 AlwaysSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.AlwaysSensor` (*Sensor*)
Sensor to generate continuous pulses

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.13 AndController(Controller)

base classes — `bpy_struct`, `Controller`

class `bpy.types.AndController` (*Controller*)
Controller passing on events based on a logical AND operation

Inherited Properties

- `bpy_struct.id_data`
- `Controller.name`
- `Controller.states`
- `Controller.show_expanded`
- `Controller.use_priority`
- `Controller.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Controller.link`
- `Controller.unlink`

1.3.14 AnimData(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.AnimData` (*`bpy_struct`*)
Animation data for datablock

action

Active Action for this datablock

Type `Action`

action_blend_type

Method used for combining Active Action's result with result of NLA stack

Type enum in ['REPLACE', 'ADD', 'SUBTRACT', 'MULTIPLY'], default 'REPLACE'

action_extrapolation

Action to take for gaps past the Active Action's range (when evaluating with NLA)

Type enum in ['NOTHING', 'HOLD', 'HOLD_FORWARD'], default 'HOLD'

action_influence

Amount the Active Action contributes to the result of the NLA stack

Type float in [0, 1], default 1.0

drivers

The Drivers/Expressions for this datablock

Type Collection of `FCurve`, (readonly)

nla_tracks

NLA Tracks (i.e. Animation Layers)

Type Collection of `NlaTrack`, (readonly)

use_nla

NLA stack is evaluated when evaluating this block

Type boolean, default `False`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Armature.animation_data`
- `Camera.animation_data`
- `Curve.animation_data`
- `ID.animation_data_create`
- `Key.animation_data`
- `Lamp.animation_data`
- `Material.animation_data`
- `Mesh.animation_data`
- `MetaBall.animation_data`
- `NodeTree.animation_data`
- `Object.animation_data`
- `ParticleSettings.animation_data`
- `Scene.animation_data`

- `Texture.animation_data`
- `World.animation_data`

1.3.15 AnimViz(bpy_struct)

base class — `bpy_struct`

class `bpy.types.AnimViz` (*bpy_struct*)
Settings for the visualisation of motion

motion_path

Motion Path settings for visualisation

Type `AnimVizMotionPaths`, (readonly, never None)

onion_skin_frames

Onion Skinning (ghosting) settings for visualisation

Type `AnimVizOnionSkinning`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.animation_visualisation`
- `Pose.animation_visualisation`

1.3.16 AnimVizMotionPaths(bpy_struct)

base class — `bpy_struct`

class `bpy.types.AnimVizMotionPaths` (*bpy_struct*)

Motion Path settings for animation visualisation

bake_location

When calculating Bone Paths, use Head or Tips

Type enum in ['HEADS', 'TAILS'], default 'TAILS'

frame_after

Number of frames to show after the current frame (only for 'Around Current Frame' Onion-skinning method)

Type int in [1, 150000], default 0

frame_before

Number of frames to show before the current frame (only for 'Around Current Frame' Onion-skinning method)

Type int in [1, 150000], default 0

frame_end

End frame of range of paths to display/calculate (not for 'Around Current Frame' Onion-skinning method)

Type int in [-inf, inf], default 0

frame_start

Starting frame of range of paths to display/calculate (not for 'Around Current Frame' Onion-skinning method)

Type int in [-inf, inf], default 0

frame_step

Number of frames between paths shown (not for 'On Keyframes' Onion-skinning method)

Type int in [1, 100], default 0

show_frame_numbers

Show frame numbers on Motion Paths

Type boolean, default False

show_keyframe_action_all

For bone motion paths, search whole Action for keyframes instead of in group with matching name only (is slower)

Type boolean, default False

show_keyframe_highlight

Emphasize position of keyframes on Motion Paths

Type boolean, default False

show_keyframe_numbers

Show frame numbers of Keyframes on Motion Paths

Type boolean, default False

type

Type of range to show for Motion Paths

Type enum in ['CURRENT_FRAME', 'RANGE'], default 'RANGE'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `AnimViz.motion_path`

1.3.17 AnimVizOnionSkinning(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.AnimVizOnionSkinning` (*bpy_struct*)
Onion Skinning settings for animation visualisation

frame_after

Number of frames to show after the current frame (only for ‘Around Current Frame’ Onion-skinning method)

Type int in [0, 30], default 0

frame_before

Number of frames to show before the current frame (only for ‘Around Current Frame’ Onion-skinning method)

Type int in [0, 30], default 0

frame_end

End frame of range of Ghosts to display (not for ‘Around Current Frame’ Onion-skinning method)

Type int in [-inf, inf], default 0

frame_start

Starting frame of range of Ghosts to display (not for ‘Around Current Frame’ Onion-skinning method)

Type int in [-inf, inf], default 0

frame_step

Number of frames between ghosts shown (not for 'On Keyframes' Onion-skinning method)

Type int in [1, 20], default 0

show_only_selected

For Pose-Mode drawing, only draw ghosts for selected bones

Type boolean, default False

type

Method used for determining what ghosts get drawn

Type enum in ['NONE', 'CURRENT_FRAME', 'RANGE', 'KEYS'], default 'NONE'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `AnimViz.onion_skin_frames`

1.3.18 AnyType(bpy_struct)

base class — `bpy_struct`

class `bpy.types.AnyType` (*bpy_struct*)

RNA type used for pointers to any possible data

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `KeyingSetInfo.generate`
- `UILayout.context_pointer_set`
- `UILayout.prop`
- `UILayout.prop_enum`
- `UILayout.prop_menu_enum`
- `UILayout.prop_search`
- `UILayout.prop_search`
- `UILayout.props_enum`
- `UILayout.template_ID`
- `UILayout.template_ID_preview`
- `UILayout.template_any_ID`
- `UILayout.template_color_ramp`
- `UILayout.template_color_wheel`
- `UILayout.template_curve_mapping`
- `UILayout.template_histogram`
- `UILayout.template_image`
- `UILayout.template_layers`
- `UILayout.template_layers`
- `UILayout.template_list`
- `UILayout.template_list`
- `UILayout.template_path_builder`
- `UILayout.template_vectorscope`
- `UILayout.template_waveform`

1.3.19 Area(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Area` (*bpy_struct*)

Area in a subdivided screen, containing an editor

active_space

Space currently being displayed in this area

Type `Space`, (readonly)

regions

Regions this area is subdivided in

Type Collection of `Region`, (readonly)

show_menus

Show menus in the header

Type boolean, default `False`

spaces

Spaces contained in this area, the first being the active space. NOTE: Useful for example to restore a previously used 3d view space in a certain area to get the old view orientation.

Type Collection of `Space`, (readonly)

type

Space type

Type enum in [`'EMPTY'`, `'VIEW_3D'`, `'GRAPH_EDITOR'`, `'OUTLINER'`, `'PROPERTIES'`, `'FILE_BROWSER'`, `'IMAGE_EDITOR'`, `'INFO'`, `'SEQUENCE_EDITOR'`, `'TEXT_EDITOR'`, `'AUDIO_WINDOW'`, `'DOPESHEET_EDITOR'`, `'NLA_EDITOR'`, `'SCRIPTS_WINDOW'`, `'TIMELINE'`, `'NODE_EDITOR'`, `'LOGIC_EDITOR'`, `'CONSOLE'`, `'USER_PREFERENCES'`], default `'EMPTY'`

tag_redraw()

`tag_redraw`

header_text_set (*text=""*)

Set the header text

Parameters

- **text** (*string, (optional)*) – Text, New string for the header, no argument clears the text.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Context.area`
- `Screen.areas`

1.3.20 AreaLamp(Lamp)

base classes — `bpy_struct`, `ID`, `Lamp`

class `bpy.types.AreaLamp` (*Lamp*)

Directional area lamp

gamma

Light gamma correction value

Type float in [-inf, inf], default 0.0

shadow_adaptive_threshold

Threshold for Adaptive Sampling (Raytraced shadows)

Type float in [0, 1], default 0.0

shadow_color

Color of shadows cast by the lamp

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

shadow_method

Method to compute lamp shadow with

Type enum in ['NOSHADOW', 'RAY_SHADOW'], default 'NOSHADOW'

shadow_ray_sample_method

Method for generating shadow samples: Adaptive QMC is fastest, Constant QMC is less noisy but slower

Type enum in ['ADAPTIVE_QMC', 'CONSTANT_QMC', 'CONSTANT_JITTERED'], default 'CONSTANT_JITTERED'

shadow_ray_samples_x

Amount of samples taken extra (samples x samples)

Type int in [1, 64], default 0

shadow_ray_samples_y

Amount of samples taken extra (samples x samples)

Type int in [1, 64], default 0

shadow_soft_size

Light size for ray shadow sampling (Raytraced shadows)

Type float in [-inf, inf], default 0.0

shape

Shape of the area lamp

Type enum in ['SQUARE', 'RECTANGLE'], default 'SQUARE'

size

Size of the area of the area Lamp, X direction size for Rectangle shapes

Type float in [-inf, inf], default 0.0

size_y

Size of the area of the area Lamp in the Y direction for Rectangle shapes

Type float in [-inf, inf], default 0.0

use_dither

Use 2x2 dithering for sampling (Constant Jittered sampling)

Type boolean, default False

use_jitter

Use noise for sampling (Constant Jittered sampling)

Type boolean, default False

use_only_shadow

Causes light to cast shadows only without illuminating objects

Type boolean, default False

use_shadow_layer

Causes only objects on the same layer to cast shadows

Type boolean, default False

use_umbra

Emphasize parts that are fully shadowed (Constant Jittered sampling)

Type boolean, default False

Inherited Properties

- bpy_struct.id_data
- ID.name
- ID.use_fake_user
- ID.library
- ID.tag
- ID.users
- Lamp.active_texture
- Lamp.active_texture_index
- Lamp.animation_data
- Lamp.color
- Lamp.use_diffuse
- Lamp.distance
- Lamp.energy
- Lamp.use_own_layer
- Lamp.use_negative
- Lamp.use_specular
- Lamp.texture_slots
- Lamp.type

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.21 Armature(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Armature` (*ID*)

Armature datablock containing a hierarchy of bones, usually used for rigging characters

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

bones

Type `ArmatureBones` collection of `Bone`, (readonly)

draw_type

Type enum in ['OCTAHEDRAL', 'STICK', 'BBONE', 'ENVELOPE'], default 'OCTAHEDRAL'

edit_bones

Type `ArmatureEditBones` collection of `EditBone`, (readonly)

ghost_frame_end

End frame of range of Ghosts to display (not for 'Around Current Frame' Onion-skinning method)

Type int in [-inf, inf], default 0

ghost_frame_start

Starting frame of range of Ghosts to display (not for 'Around Current Frame' Onion-skinning method)

Type int in [-inf, inf], default 0

ghost_size

Frame step for Ghosts (not for 'On Keyframes' Onion-skinning method)

Type int in [1, 20], default 0

ghost_step

Number of frame steps on either side of current frame to show as ghosts (only for 'Around Current Frame' Onion-skinning method)

Type int in [0, 30], default 0

ghost_type

Method of Onion-skinning for active Action

Type enum in ['CURRENT_FRAME', 'RANGE', 'KEYS'], default 'CURRENT_FRAME'

layers

Armature layer visibility

Type boolean array of 32 items, default (False, False)

layers_protected

Protected layers in Proxy Instances are restored to Proxy settings on file reload and undo

Type boolean array of 32 items, default (False, False)

pose_position

Show armature in binding pose or final posed state

Type enum in ['POSE', 'REST'], default 'POSE'

show_axes

Draw bone axes

Type boolean, default False

show_bone_custom_shapes

Draw bones with their custom shapes

Type boolean, default False

show_group_colors

Draw bone group colors

Type boolean, default False

show_names

Draw bone names

Type boolean, default False

show_only_ghost_selected

Type boolean, default False

use_auto_ik

Add temporary IK constraints while grabbing bones in Pose Mode

Type boolean, default False

use_deform_delay

Don't deform children when manipulating bones in Pose Mode

Type boolean, default False

use_deform_envelopes

Enable Bone Envelopes when defining deform

Type boolean, default False

use_deform_preserve_volume

Enable deform rotation with Quaternions

Type boolean, default False

use_deform_vertex_groups

Enable Vertex Groups when defining deform

Type boolean, default False

use_mirror_x

Apply changes to matching bone on opposite side of X-Axis

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.armatures`
- `MainArmatures.new`
- `MainArmatures.remove`

1.3.22 ArmatureActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.ArmatureActuator` (*Actuator*)
Actuator to ..

bone

Bone on which the constraint is defined

Type string, default ""

constraint

Name of the constraint you want to control

Type string, default ""

mode

Type enum in ['RUN', 'ENABLE', 'DISABLE', 'SETTARGET', 'SETWEIGHT'], default 'RUN'

secondary_target

Set weight of this constraint

Type Object

target

Set this object as the target of the constraint

Type Object

weight

Set weight of this constraint

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.23 ArmatureBones(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ArmatureBones` (*bpy_struct*)
Collection of armature bones

active

Armatures active bone

Type `Bone`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Armature.bones`

1.3.24 `ArmatureEditBones(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.ArmatureEditBones` (*bpy_struct*)
Collection of armature edit bones

active

Armatures active edit bone

Type `EditBone`

new (*name*)

Add a new bone.

Parameters

- **name** (*string*) – New name for the bone

Returns Newly created edit bone

Return type `EditBone`

remove (*bone*)

Remove an existing bone from the armature

Parameters

- **bone** (`EditBone`, (never `None`)) – `EditBone` to remove

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Armature.edit_bones`

1.3.25 ArmatureModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.ArmatureModifier` (*Modifier*)

Armature deformation modifier

invert_vertex_group_multi_modifier

Invert vertex group influence

Type boolean, default False

object

Armature object to deform with

Type `Object`

use_bone_envelopes

Type boolean, default False

use_deform_preserve_volume

Deform rotation interpolation with quaternions

Type boolean, default False

use_multi_modifier

Use same input as previous modifier, and mix results using overall vgroup

Type boolean, default False

use_vertex_groups

Type boolean, default False

vertex_group_multi_modifier

Vertex group name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.26 ArmatureSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.ArmatureSensor` (*Sensor*)

Sensor to detect values and changes in values of IK solver

bone

Identify the bone to check value from

Type string, default ""

constraint

Identify the bone constraint to check value from

Type string, default ""

test_type

Type of value and test

Type enum in ['STATECHG', 'LINERRORBELOW', 'LINERRORABOVE', 'ROTERRORBELOW', 'ROTERRORABOVE'], default 'STATECHG'

value

Specify value to be used in comparison

Type float in [-inf, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`

- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.27 ArrayModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.ArrayModifier` (*Modifier*)

Array duplication modifier

constant_offset_displace

Type float array of 3 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0)

count

Number of duplicates to make

Type int in $[1, \text{inf}]$, default 0

curve

Curve object to fit array length to

Type `Object`

end_cap

Mesh object to use as an end cap

Type `Object`

fit_length

Length to fit array within

Type float in $[0, \text{inf}]$, default 0.0

fit_type

Array length calculation method

Type enum in ['FIXED_COUNT', 'FIT_LENGTH', 'FIT_CURVE'], default 'FIXED_COUNT'

merge_threshold

Limit below which to merge vertices

Type float in [0, inf], default 0.0

offset_object

Type Object

relative_offset_displace

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

start_cap

Mesh object to use as a start cap

Type Object

use_constant_offset

Add a constant offset

Type boolean, default False

use_merge_vertices

Merge vertices in adjacent duplicates

Type boolean, default False

use_merge_vertices_cap

Merge vertices in first and last duplicates

Type boolean, default False

use_object_offset

Add another object's transformation to the total offset

Type boolean, default False

use_relative_offset

Add an offset relative to the object's bounding box

Type boolean, default False

Inherited Properties

- bpy_struct.id_data
- Modifier.name
- Modifier.show_in_editmode
- Modifier.show_expanded
- Modifier.show_on_cage
- Modifier.show_viewport
- Modifier.show_render
- Modifier.type

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.28 BackgroundImage(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.BackgroundImage` (*`bpy_struct`*)

Image and settings for display in the 3d View background

image

Image displayed and edited in this space

Type `Image`

image_user

Parameters defining which layer, pass and frame of the image is displayed

Type `ImageUser`, (readonly, never `None`)

offset_x

Offsets image horizontally from the world origin

Type `float` in `[-inf, inf]`, default `0.0`

offset_y

Offsets image vertically from the world origin

Type `float` in `[-inf, inf]`, default `0.0`

opacity

Image opacity to blend the image against the background color

Type `float` in `[0, 1]`, default `0.0`

show_expanded

Show the expanded in the user interface

Type `boolean`, default `False`

size

Scaling factor for the background image

Type `float` in `[0, inf]`, default `0.0`

view_axis

The axis to display the image on

Type enum in ['LEFT', 'RIGHT', 'BACK', 'FRONT', 'BOTTOM', 'TOP', 'ALL', 'CAMERA'], default 'ALL'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SpaceView3D.background_images`

1.3.29 BevelModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.BevelModifier` (*Modifier*)

Bevel modifier to make edges and vertices more rounded

angle_limit

Angle above which to bevel edges

Type float in [0, 180], default 0.0

edge_weight_method

What edge weight to use for weighting a vertex

Type enum in ['AVERAGE', 'SHARPEST', 'LARGEST'], default 'AVERAGE'

limit_method

Type enum in ['NONE', 'ANGLE', 'WEIGHT'], default 'NONE'

use_only_vertices

Bevel verts/corners, not edges

Type boolean, default False**width**

Bevel value/amount

Type float in [0, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.30 BezierSplinePoint(bpy_struct)

base class — `bpy_struct`**class** `bpy.types.BezierSplinePoint` (*bpy_struct*)

Bezier curve point with two handles

co

Coordinates of the control point

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)**handle_left**

Coordinates of the first handle

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_left_type

Handle types

Type enum in ['FREE', 'AUTO', 'VECTOR', 'ALIGNED'], default 'FREE'

handle_right

Coordinates of the second handle

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_right_type

Handle types

Type enum in ['FREE', 'AUTO', 'VECTOR', 'ALIGNED'], default 'FREE'

hide

Visibility status

Type boolean, default False

radius

Radius for bevelling

Type float in [0, inf], default 0.0

select_control_point

Control point selection status

Type boolean, default False

select_left_handle

Handle 1 selection status

Type boolean, default False

select_right_handle

Handle 2 selection status

Type boolean, default False

tilt

Tilt in 3D View

Type float in [-inf, inf], default 0.0

weight

Softbody goal weight

Type float in [0.01, 100], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Spline.bezier_points`

1.3.31 BlendData(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.BlendData` (*`bpy_struct`*)

Main data structure representing a `.blend` file and all its datablocks

actions

Action datablocks.

Type `MainActions` collection of `Action`, (readonly)

armatures

Armature datablocks.

Type `MainArmatures` collection of `Armature`, (readonly)

brushes

Brush datablocks.

Type `MainBrushes` collection of `Brush`, (readonly)

cameras

Camera datablocks.

Type `MainCameras` collection of `Camera`, (readonly)

curves

Curve datablocks.

Type `MainCurves` collection of `Curve`, (readonly)

filepath

Path to the `.blend` file

Type string, default "", (readonly)

fonts

Vector font datablocks.

Type `MainFonts` collection of `VectorFont`, (readonly)

grease_pencil

Grease Pencil datablocks.

Type Collection of `GreasePencil`, (readonly)

groups

Group datablocks.

Type `MainGroups` collection of `Group`, (readonly)

images

Image datablocks.

Type `MainImages` collection of `Image`, (readonly)

is_dirty

Has the current session been saved to disk as a .blend file

Type boolean, default `False`, (readonly)

lamps

Lamp datablocks.

Type `MainLamps` collection of `Lamp`, (readonly)

lattices

Lattice datablocks.

Type `MainLattices` collection of `Lattice`, (readonly)

libraries

Library datablocks.

Type Collection of `Library`, (readonly)

materials

Material datablocks.

Type `MainMaterials` collection of `Material`, (readonly)

meshes

Mesh datablocks.

Type `MainMeshes` collection of `Mesh`, (readonly)

metaballs

Metaball datablocks.

Type `MainMetaBalls` collection of `MetaBall`, (readonly)

node_groups

Node group datablocks.

Type `MainNodeTrees` collection of `NodeTree`, (readonly)

objects

Object datablocks.

Type `MainObjects` collection of `Object`, (readonly)

particles

Particle datablocks.

Type `MainParticles` collection of `ParticleSettings`, (readonly)

scenes

Scene datablocks.

Type `MainScenes` collection of `Scene`, (readonly)

screens

Screen datablocks.

Type Collection of `Screen`, (readonly)

scripts

Script datablocks (DEPRECATED).

Type Collection of `ID`, (readonly)

shape_keys

Key datablocks.

Type Collection of `Key`, (readonly)

sounds

Sound datablocks.

Type Collection of `Sound`, (readonly)

texts

Text datablocks.

Type `MainTexts` collection of `Text`, (readonly)

textures

Texture datablocks.

Type `MainTextures` collection of `Texture`, (readonly)

window_managers

Window manager datablocks.

Type Collection of `WindowManager`, (readonly)

worlds

World datablocks.

Type `MainWorlds` collection of `World`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Context.blend_data`

1.3.32 BlendTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.BlendTexture` (*Texture*)
Procedural color blending texture

progression

Sets the style of the color blending

Type enum in ['LINEAR', 'QUADRATIC', 'EASING', 'DIAGONAL', 'SPHERICAL', 'QUADRATIC_SPHERE', 'RADIAL'], default 'LINEAR'

use_flip_axis

Flips the texture's X and Y axis

Type enum in ['HORIZONTAL', 'VERTICAL'], default 'HORIZONTAL'

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`

- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.33 BlenderRNA(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.BlenderRNA` (*bpy_struct*)
Blender RNA structure definitions

structs

Type Collection of `Struct`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.34 BoidRule(`bpy_struct`)

base class — `bpy_struct`

subclasses — `BoidRuleAvoidCollision`, `BoidRuleAverageSpeed`, `BoidRuleAvoid`,
`BoidRuleFight`, `BoidRuleFollowLeader`, `BoidRuleGoal`

class `bpy.types.BoidRule` (*`bpy_struct`*)

name

Boid rule name

Type string, default ""

type

Type enum in ['GOAL', 'AVOID', 'AVOID_COLLISION', 'SEPARATE', 'FLOCK', 'FOLLOW_LEADER', 'AVERAGE_SPEED', 'FIGHT'], default 'GOAL', (readonly)

use_in_air

Use rule when boid is flying

Type boolean, default False

use_on_land

Use rule when boid is on land

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BoidSettings.active_boid_state`
- `BoidState.active_boid_rule`
- `BoidState.rules`

1.3.35 BoidRuleAverageSpeed(BoidRule)

base classes — `bpy_struct`, `BoidRule`

class `bpy.types.BoidRuleAverageSpeed` (*BoidRule*)

level

How much velocity's z-component is kept constant

Type float in [0, 1], default 0.0

speed

Percentage of maximum speed

Type float in [0, 1], default 0.0

wander

How fast velocity's direction is randomized

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `BoidRule.name`
- `BoidRule.use_in_air`
- `BoidRule.use_on_land`
- `BoidRule.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

1.3.36 BoidRuleAvoid(BoidRule)

base classes — `bpy_struct`, `BoidRule`

class `bpy.types.BoidRuleAvoid` (*BoidRule*)

fear_factor

Avoid object if danger from it is above this threshold

Type float in [0, 100], default 0.0

object

Object to avoid

Type `Object`

use_predict

Predict target movement

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `BoidRule.name`
- `BoidRule.use_in_air`
- `BoidRule.use_on_land`
- `BoidRule.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.37 BoidRuleAvoidCollision(BoidRule)

base classes — `bpy_struct`, `BoidRule`

class `bpy.types.BoidRuleAvoidCollision` (*BoidRule*)

look_ahead

Time to look ahead in seconds

Type float in [0, 100], default 0.0

use_avoid

Avoid collision with other boids

Type boolean, default False

use_avoid_collision

Avoid collision with deflector objects

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `BoidRule.name`
- `BoidRule.use_in_air`
- `BoidRule.use_on_land`
- `BoidRule.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.38 BoidRuleFight(BoidRule)

base classes — `bpy_struct`, `BoidRule`

class `bpy.types.BoidRuleFight` (*BoidRule*)

distance

Attack boids at max this distance

Type float in [0, 100], default 0.0

flee_distance

Flee to this distance

Type float in [0, 100], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `BoidRule.name`
- `BoidRule.use_in_air`
- `BoidRule.use_on_land`
- `BoidRule.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.39 BoidRuleFollowLeader(BoidRule)

base classes — `bpy_struct`, `BoidRule`

class `bpy.types.BoidRuleFollowLeader` (*BoidRule*)

distance

Distance behind leader to follow

Type float in [0, 100], default 0.0

object

Follow this object instead of a boid

Type `Object`**queue_count**

How many boids in a line

Type `int` in `[0, 100]`, default `0`**use_line**

Follow leader in a line

Type `boolean`, default `False`

Inherited Properties

- `bpy_struct.id_data`
- `BoidRule.name`
- `BoidRule.use_in_air`
- `BoidRule.use_on_land`
- `BoidRule.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.40 BoidRuleGoal(BoidRule)

base classes — `bpy_struct`, `BoidRule`**class** `bpy.types.BoidRuleGoal` (*BoidRule*)**object**

Goal object

Type `Object`

use_predict

Predict target movement

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `BoidRule.name`
- `BoidRule.use_in_air`
- `BoidRule.use_on_land`
- `BoidRule.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.41 BoidSettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.BoidSettings` (*`bpy_struct`*)

Settings for boid physics

accuracy

Accuracy of attack

Type float in [0, 1], default 0.0

active_boid_state

Type `BoidRule`, (readonly)

active_boid_state_index

Type int in [0, inf], default 0

aggression

Boid will fight this times stronger enemy

Type float in [0, 100], default 0.0

air_acc_max
Maximum acceleration in air (relative to maximum speed)

Type float in [0, 1], default 0.0

air_ave_max
Maximum angular velocity in air (relative to 180 degrees)

Type float in [0, 1], default 0.0

air_personal_space
Radius of boids personal space in air (% of particle size)

Type float in [0, 10], default 0.0

air_speed_max
Maximum speed in air

Type float in [0, 100], default 0.0

air_speed_min
Minimum speed in air (relative to maximum speed)

Type float in [0, 1], default 0.0

bank
Amount of rotation around velocity vector on turns

Type float in [0, 2], default 0.0

health
Initial boid health when born

Type float in [0, 100], default 0.0

height
Boid height relative to particle size

Type float in [0, 2], default 0.0

land_acc_max
Maximum acceleration on land (relative to maximum speed)

Type float in [0, 1], default 0.0

land_ave_max
Maximum angular velocity on land (relative to 180 degrees)

Type float in [0, 1], default 0.0

land_jump_speed
Maximum speed for jumping

Type float in [0, 100], default 0.0

land_personal_space
Radius of boids personal space on land (% of particle size)

Type float in [0, 10], default 0.0

land_smooth
How smoothly the boids land

Type float in [0, 10], default 0.0

land_speed_max
Maximum speed on land

Type float in [0, 100], default 0.0

land_stick_force

How strong a force must be to start effecting a boid on land

Type float in [0, 1000], default 0.0

pitch

Amount of rotation around side vector

Type float in [0, 2], default 0.0

range

The maximum distance from which a boid can attack

Type float in [0, 100], default 0.0

states

Type Collection of `BoidState`, (readonly)

strength

Maximum caused damage on attack per second

Type float in [0, 100], default 0.0

use_climb

Allow boids to climb goal objects

Type boolean, default False

use_flight

Allow boids to move in air

Type boolean, default False

use_land

Allow boids to move on land

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ParticleSystem.boids`

1.3.42 BoidState(bpy_struct)

base class — `bpy_struct`

class `bpy.types.BoidState` (*bpy_struct*)
Boid state for boid physics

active_boid_rule

Type `BoidRule`, (readonly)

active_boid_rule_index

Type `int` in `[0, inf]`, default `0`

falloff

Type `float` in `[0, 10]`, default `0.0`

name

Boid state name

Type `string`, default `""`

rule_fuzzy

Type `float` in `[0, 1]`, default `0.0`

rules

Type Collection of `BoidRule`, (readonly)

ruleset_type

How the rules in the list are evaluated

Type `enum` in `['FUZZY', 'RANDOM', 'AVERAGE']`, default `'FUZZY'`

volume

Type `float` in `[0, 100]`, default `0.0`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BoidSettings.states`

1.3.43 Bone(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Bone` (*`bpy_struct`*)

Bone in an Armature datablock

`bbone_in`

Length of first Bezier Handle (for B-Bones only)

Type float in [0, 2], default 0.0

`bbone_out`

Length of second Bezier Handle (for B-Bones only)

Type float in [0, 2], default 0.0

`bbone_segments`

Number of subdivisions of bone (for B-Bones only)

Type int in [1, 32], default 0

`children`

Bones which are children of this bone

Type Collection of `Bone`, (readonly)

`envelope_distance`

Bone deformation distance (for Envelope deform only)

Type float in [0, 1000], default 0.0

`envelope_weight`

Bone deformation weight (for Envelope deform only)

Type float in [0, 1000], default 0.0

`head`

Location of head end of the bone relative to its parent

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

head_local

Location of head end of the bone relative to armature

Type float array of 3 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0)

head_radius

Radius of head of bone (for Envelope deform only)

Type float in $[0, \text{inf}]$, default 0.0

hide

Bone is not visible when it is not in Edit Mode (i.e. in Object or Pose Modes)

Type boolean, default False

hide_select

Bone is able to be selected

Type boolean, default False

layers

Layers bone exists in

Type boolean array of 32 items, default (False, False)

matrix

3x3 bone matrix

Type float array of 9 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

matrix_local

4x4 bone matrix relative to armature

Type float array of 16 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

name

Type string, default ""

parent

Parent bone (in same Armature)

Type [Bone](#), (readonly)

select

Type boolean, default False

select_head

Type boolean, default False

select_tail

Type boolean, default False

show_wire

Bone is always drawn as Wireframe regardless of viewport draw mode. Useful for non-obstructive custom bone shapes

Type boolean, default False

tail

Location of tail end of the bone

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

tail_local

Location of tail end of the bone relative to armature

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

tail_radius

Radius of tail of bone (for Envelope deform only)

Type float in [0, inf], default 0.0

use_connect

When bone has a parent, bone's head is struck to the parent's tail

Type boolean, default False, (readonly)

use_cyclic_offset

When bone doesn't have a parent, it receives cyclic offset effects

Type boolean, default False

use_deform

Bone does not deform any geometry

Type boolean, default False

use_envelope_multiply

When deforming bone, multiply effects of Vertex Group weights with Envelope influence

Type boolean, default False

use_inherit_rotation

Bone inherits rotation or scale from parent bone

Type boolean, default False

use_inherit_scale

Bone inherits scaling from parent bone

Type boolean, default False

use_local_location

Bone location is set in local space

Type boolean, default False

basename

The name of this bone before any '.' character (readonly)

center

The midpoint between the head and the tail. (readonly)

children

A list of all the bones children. (readonly)

children_recursive

a list of all children from this bone. (readonly)

children_recursive_basename

Returns a chain of children with the same base name as this bone Only direct chains are supported, forks caused by multiple children with matching basenames will terminate the function and not be returned.

(readonly)

length

The distance from head to tail, when set the head is moved to fit the length.

parent_recursive

A list of parents, starting with the immediate parent (readonly)

vector

The direction this bone is pointing. Utility function for (tail - head) (readonly)

x_axis

Vector pointing down the x-axis of the bone.

(readonly)

y_axis

Vector pointing down the x-axis of the bone.

(readonly)

z_axis

Vector pointing down the x-axis of the bone.

(readonly)

evaluate_envelope (*point*)

Calculate bone envelope at given point.

Parameters

- **point** (*float array of 3 items in [-inf, inf]*) – Point, Position in 3d space to evaluate

Returns Factor, Envelope factor

Return type float in [-inf, inf]

parent_index (*parent_test*)

The same as ‘bone in other_bone.parent_recursive’ but saved generating a list.

translate (*vec*)

Utility function to add *vec* to the head and tail of this bone.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Armature.bones`
- `ArmatureBones.active`
- `Bone.children`
- `Bone.parent`
- `PoseBone.bone`

1.3.44 BoneGroup(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.BoneGroup` (`bpy_struct`)
Groups of Pose Channels (Bones)

color_set

Custom color set to use

Type enum in ['DEFAULT', 'THEME01', 'THEME02', 'THEME03', 'THEME04', 'THEME05', 'THEME06', 'THEME07', 'THEME08', 'THEME09', 'THEME10', 'THEME11', 'THEME12', 'THEME13', 'THEME14', 'THEME15', 'THEME16', 'THEME17', 'THEME18', 'THEME19', 'THEME20', 'CUSTOM'], default 'DEFAULT'

colors

Copy of the colors associated with the group's color set

Type `ThemeBoneColorSet`, (readonly, never None)

name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BoneGroups.active`
- `Pose.bone_groups`
- `PoseBone.bone_group`

1.3.45 BoneGroups(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.BoneGroups` (*bpy_struct*)

Collection of bone groups

active

Active bone group for this pose

Type `BoneGroup`

active_index

Active index in bone groups array

Type `int` in `[-inf, inf]`, default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Pose.bone_groups`

1.3.46 BooleanModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.BooleanModifier` (*Modifier*)
Boolean operations modifier

object

Mesh object to use for Boolean operation

Type `Object`

operation

Type enum in ['INTERSECT', 'UNION', 'DIFFERENCE'], default 'INTERSECT'

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.47 BooleanProperty(Property)

base classes — `bpy_struct`, `Property`

class `bpy.types.BooleanProperty` (*Property*)

RNA boolean property definition

array_length

Maximum length of the array, 0 means unlimited

Type `int` in `[0, inf]`, default 0, (readonly)

default

Default value for this number

Type `boolean`, default `False`, (readonly)

default_array

Default value for this array

Type `boolean array of 3 items`, default `(False, False, False)`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Property.name`
- `Property.srna`
- `Property.description`
- `Property.identifier`
- `Property.is_never_none`
- `Property.is_readonly`
- `Property.is_runtime`
- `Property.is_registered`
- `Property.is_registered_optional`
- `Property.is_required`
- `Property.is_output`
- `Property.subtype`
- `Property.type`
- `Property.unit`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.48 Brush(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Brush` (*ID*)

Brush datablock for storing brush settings for painting and sculpting

auto_smooth_factor

Amount of smoothing to automatically apply to each stroke

Type float in [0, 1], default 0.0

blend

Brush blending mode

Type enum in ['MIX', 'ADD', 'SUB', 'MUL', 'LIGHTEN', 'DARKEN', 'ERASE_ALPHA', 'ADD_ALPHA'], default 'MIX'

clone_alpha

Opacity of clone image display

Type float in [0, 1], default 0.0

clone_image

Image for clone tool

Type `Image`

clone_offset

Type float array of 2 items in [-inf, inf], default (0.0, 0.0)

color

Type float array of 3 items in [0, 1], default (0.0, 0.0, 0.0)

crease_pinch_factor

How much the crease brush pinches

Type float in [0, 1], default 0.666667

cursor_color_add

Color of cursor when adding

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

cursor_color_subtract

Color of cursor when subtracting

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

curve

Editable falloff curve

Type `CurveMapping`, (readonly, never None)

direction

Type enum in ['ADD', 'SUBTRACT'], default 'ADD'

icon_filepath

File path to brush icon

Type string, default ""

imagepaint_tool

Type enum in ['DRAW', 'SOFTEN', 'SMEAR', 'CLONE'], default 'DRAW'

jitter

Jitter the position of the brush while painting

Type float in [0, 1], default 0.0

normal_weight

How much grab will pull vertexes out of surface during a grab

Type float in [0, 1], default 0.0

plane_offset

Adjusts plane on which the brush acts towards or away from the object surface

Type float in [-2, 2], default 0.0

plane_trim

If a vertex is further from offset plane than this then it is not affected

Type float in [0, 1], default 0.5

rate

Interval between paints for Airbrush

Type float in [0.0001, 10000], default 0.0

sculpt_plane

Type enum in ['AREA', 'VIEW', 'X', 'Y', 'Z'], default 'AREA'

sculpt_tool

Type enum in ['BLOB', 'CLAY', 'CREASE', 'DRAW', 'FILL', 'FLATTEN', 'GRAB', 'INFLATE', 'LAYER', 'NUDGE', 'PINCH', 'ROTATE', 'SCRAPE', 'SMOOTH', 'SNAKE_HOOK', 'THUMB'], default 'BLOB'

size

Radius of the brush in pixels

Type int in [1, 2000], default 0

smooth_stroke_factor

Higher values give a smoother stroke

Type float in [0.5, 0.99], default 0.0

smooth_stroke_radius

Minimum distance from last point before stroke continues

Type int in [10, 200], default 0

spacing

Spacing between brush daubs as a percentage of brush diameter

Type int in [1, 1000], default 0

strength

How powerful the effect of the brush is when applied

Type float in [0, 10], default 0.5

stroke_method

Type enum in ['DOTS', 'DRAG_DOT', 'SPACE', 'ANCHORED', 'AIRBRUSH'], default 'DOTS'

texture

Type Texture

texture_angle_source_no_random

Type enum in ['USER', 'RAKE'], default 'USER'

texture_angle_source_random

Type enum in ['USER', 'RAKE', 'RANDOM'], default 'USER'

texture_overlay_alpha

Type int in [1, 100], default 0

texture_sample_bias

Value added to texture samples

Type float in [-1, 1], default 0.0

texture_slot

Type BrushTextureSlot, (readonly)

unprojected_radius

Radius of brush in Blender units

Type float in [0.001, inf], default 0.0

use_accumulate

Accumulate stroke dabs on top of each other

Type boolean, default False

use_adaptive_space

Space daubs according to surface orientation instead of screen space

Type boolean, default False

use_airbrush

Keep applying paint effect while holding mouse (spray)

Type boolean, default False

use_alpha

When this is disabled, lock alpha while painting

Type boolean, default False

use_anchor

Keep the brush anchored to the initial location

Type boolean, default False

use_custom_icon

Set the brush icon from an image file

Type boolean, default False

use_edge_to_edge

Drag anchor brush from edge-to-edge

Type boolean, default False

use_frontface

Brush only affects vertexes that face the viewer

Type boolean, default False

use_inverse_smooth_pressure

Lighter pressure causes more smoothing to be applied

Type boolean, default False

use_locked_size

When locked brush stays same size relative to object; when unlocked brush size is given in pixels

Type boolean, default False

use_offset_pressure

Enable tablet pressure sensitivity for offset

Type boolean, default False

use_original_normal

When locked keep using normal of surface where stroke was initiated

Type boolean, default False

use_paint_sculpt

Use this brush in sculpt mode

Type boolean, default False

use_paint_texture

Use this brush in texture paint mode

Type boolean, default False

use_paint_vertex

Use this brush in vertex paint mode

Type boolean, default False

use_paint_weight

Use this brush in weight paint mode

Type boolean, default False

use_persistent

Sculpts on a persistent layer of the mesh

Type boolean, default False

use_plane_trim

Enable Plane Trim

Type boolean, default False

use_pressure_jitter

Enable tablet pressure sensitivity for jitter

Type boolean, default False

use_pressure_size

Enable tablet pressure sensitivity for size

Type boolean, default False

use_pressure_spacing

Enable tablet pressure sensitivity for spacing

Type boolean, default False

use_pressure_strength

Enable tablet pressure sensitivity for strength

Type boolean, default False

use_rake

Rotate the brush texture to match the stroke direction

Type boolean, default False

use_random_rotation

Rotate the brush texture at random

Type boolean, default False

use_restore_mesh

Allows a single dot to be carefully positioned

Type boolean, default False

use_smooth_stroke

Brush lags behind mouse and follows a smoother path

Type boolean, default False

use_space

Limit brush application to the distance specified by spacing

Type boolean, default False

use_space_atten

Automatically adjusts strength to give consistent results for different spacings

Type boolean, default False

use_texture_overlay

Show texture in viewport

Type boolean, default False

use_wrap

Enable torus wrapping while painting

Type boolean, default False

vertexpaint_tool

Type enum in ['MIX', 'ADD', 'SUB', 'MUL', 'BLUR', 'LIGHTEN', 'DARKEN'], default 'MIX'

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`

- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.brushes`
- `MainBrushes.new`
- `MainBrushes.remove`
- `Paint.brush`

1.3.49 BrushTextureSlot(TextureSlot)

base classes — `bpy_struct`, `TextureSlot`

class `bpy.types.BrushTextureSlot` (*TextureSlot*)

Texture slot for textures in a Brush datablock

angle

Defines brush texture rotation

Type float in [0, 6.28319], default 0.0

map_mode

Type enum in ['FIXED', 'TILED', '3D'], default 'FIXED'

Inherited Properties

- `bpy_struct.id_data`
- `TextureSlot.name`

- `TextureSlot.blend_type`
- `TextureSlot.color`
- `TextureSlot.default_value`
- `TextureSlot.invert`
- `TextureSlot.offset`
- `TextureSlot.output_node`
- `TextureSlot.use_rgb_to_intensity`
- `TextureSlot.scale`
- `TextureSlot.use_stencil`
- `TextureSlot.texture`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Brush.texture_slot`

1.3.50 BuildModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.BuildModifier` (*Modifier*)

Build effect modifier

frame_duration

Specify the total time the build effect requires

Type float in [1, 300000], default 0.0

frame_start

Specify the start frame of the effect

Type float in [-300000, 300000], default 0.0

seed

Specify the seed for random if used

Type int in [1, 300000], default 0

use_random_order

Randomize the faces or edges during build

Type boolean, default False

Inherited Properties

- bpy_struct.id_data
- Modifier.name
- Modifier.show_in_editmode
- Modifier.show_expanded
- Modifier.show_on_cage
- Modifier.show_viewport
- Modifier.show_render
- Modifier.type

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast
- bpy_struct.values

1.3.51 Camera(ID)

base classes — bpy_struct, ID

class bpy.types.Camera (ID)

Camera datablock for storing camera settings

angle

Perspective Camera lens field of view in degrees

Type float in [0.00640536, 3.01675], default 0.0

animation_data

Animation data for this datablock

Type AnimData, (readonly)

clip_end

Camera far clipping distance

Type float in [1, inf], default 0.0

clip_start

Camera near clipping distance

Type float in [0, inf], default 0.0

dof_distance

Distance to the focus point for depth of field

Type float in [0, 5000], default 0.0

dof_object

Use this object to define the depth of field focal point

Type Object

draw_size

Apparent size of the Camera object in the 3D View

Type float in [0.01, 1000], default 0.0

lens

Perspective Camera lens value in millimeters

Type float in [1, 5000], default 0.0

lens_unit

Unit to edit lens in for the user interface

Type enum in ['MILLIMETERS', 'DEGREES'], default 'MILLIMETERS'

ortho_scale

Orthographic Camera scale (similar to zoom)

Type float in [0.01, 1000], default 0.0

passepartout_alpha

Opacity (alpha) of the darkened overlay in Camera view

Type float in [0, 1], default 0.0

shift_x

Perspective Camera horizontal shift

Type float in [-10, 10], default 0.0

shift_y

Perspective Camera vertical shift

Type float in [-10, 10], default 0.0

show_limits

Draw the clipping range and focus point on the camera

Type boolean, default False

show_mist

Draw a line from the Camera to indicate the mist area

Type boolean, default False

show_name

Show the active Camera's name in Camera view

Type boolean, default False

show_passepartout

Show a darkened overlay outside the image area in Camera view

Type boolean, default False

show_title_safe

Show indicators for the title safe zone in Camera view

Type boolean, default False

type

Camera types

Type enum in ['PERSP', 'ORTHO'], default 'PERSP'

use_panorama

Render the scene with a cylindrical camera for pseudo-fisheye lens effects

Type boolean, default False

Inherited Properties

- bpy_struct.id_data
- ID.name
- ID.use_fake_user
- ID.library
- ID.tag
- ID.users

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast
- bpy_struct.values
- ID.copy
- ID.user_clear
- ID.animation_data_create
- ID.animation_data_clear

References

- `BlendData.cameras`
- `MainCameras.new`
- `MainCameras.remove`

1.3.52 CameraActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.CameraActuator` (*Actuator*)
Actuator to ..

axis

Specify the axis the Camera will try to get behind

Type enum in ['X', 'Y'], default 'X'

height

Type float in [-inf, inf], default 0.0

max

Type float in [-inf, inf], default 0.0

min

Type float in [-inf, inf], default 0.0

object

Look at this Object

Type Object

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.53 CastModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.CastModifier` (*Modifier*)

Cast modifier to cast to other shapes

cast_type

Type enum in ['SPHERE', 'CYLINDER', 'CUBOID'], default 'SPHERE'

factor

Type float in [-inf, inf], default 0.0

object

Control object: if available, its location determines the center of the effect

Type `Object`

radius

Only deform vertices within this distance from the center of the effect (leave as 0 for infinite.)

Type float in [0, inf], default 0.0

size

Size of projection shape (leave as 0 for auto.)

Type float in [0, inf], default 0.0

use_radius_as_size

Use radius as size of projection shape (0 = auto)

Type boolean, default False

use_transform

Use object transform to control projection shape

Type boolean, default False

use_x

Type boolean, default False

use_y

Type boolean, default False

use_z

Type boolean, default False

vertex_group

Vertex group name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.54 ChannelDriverVariables(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ChannelDriverVariables` (*bpy_struct*)

Collection of channel driver Variables

new ()

Add a new variable for the driver.

Returns Newly created Driver Variable.

Return type `DriverVariable`

remove (*variable*)

Remove an existing variable from the driver.

Parameters

- **variable** (`DriverVariable`, (never `None`)) – Variable to remove from the driver.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Driver.variables`

1.3.55 ChildOfConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.ChildOfConstraint` (*Constraint*)

Creates constraint-based parent-child relationship

subtarget

Type string, default ""

target

Target Object

Type `Object`

use_location_x

Use X Location of Parent

Type boolean, default False

use_location_y

Use Y Location of Parent

Type boolean, default False

use_location_z

Use Z Location of Parent

Type boolean, default False

use_rotation_x

Use X Rotation of Parent

Type boolean, default False

use_rotation_y

Use Y Rotation of Parent

Type boolean, default False

use_rotation_z

Use Z Rotation of Parent

Type boolean, default False

use_scale_x

Use X Scale of Parent

Type boolean, default False

use_scale_y

Use Y Scale of Parent

Type boolean, default False

use_scale_z

Use Z Scale of Parent

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.56 ChildParticle(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ChildParticle` (*bpy_struct*)
Child particle interpolated from simulated or edited particles

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ParticleSystem.child_particles`

1.3.57 ClampToConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.ClampToConstraint` (*Constraint*)
Constrains an object's location to the nearest point along the target path

main_axis

Main axis of movement

Type enum in ['CLAMPTO_AUTO', 'CLAMPTO_X', 'CLAMPTO_Y', 'CLAMPTO_Z'], default 'CLAMPTO_AUTO'

target

Target Object

Type Object

use_cyclic

Treat curve as cyclic curve (no clamping to curve bounding box)

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.58 ClothCollisionSettings(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ClothCollisionSettings` (*bpy_struct*)

Cloth simulation settings for self collision and collision with other objects

collision_quality

How many collision iterations should be done. (higher is better quality but slower)

Type int in [1, 20], default 0

distance_min

Minimum distance between collision objects before collision response takes in

Type float in [0.001, 1], default 0.0

friction

Friction force if a collision happened. (higher = less movement)

Type float in [0, 80], default 0.0

group

Limit colliders to this Group

Type Group

self_collision_quality

How many self collision iterations should be done. (higher is better quality but slower)

Type int in [1, 10], default 0

self_distance_min

0.5 means no distance at all, 1.0 is maximum distance

Type float in [0.5, 1], default 0.0

self_friction

Friction/damping with self contact

Type float in [0, 80], default 0.0

use_collision

Enable collisions with other objects

Type boolean, default False

use_self_collision

Enable self collisions

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ClothModifier.collision_settings`

1.3.59 ClothModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.ClothModifier` (*Modifier*)

Cloth simulation modifier

collision_settings

Type `ClothCollisionSettings`, (readonly, never None)

point_cache

Type `PointCache`, (readonly, never None)

settings

Type `ClothSettings`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ParticleSystem.cloth`

1.3.60 ClothSettings(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ClothSettings` (*bpy_struct*)

Cloth simulation settings for an object

air_damping

Air has normally some thickness which slows falling things down

Type float in [0, 10], default 0.0

bending_stiffness

Wrinkle coefficient. (higher = less smaller but more big wrinkles)

Type float in [0, 10000], default 0.0

bending_stiffness_max

Maximum bending stiffness value

Type float in [0, 10000], default 0.0

collider_friction

Type float in [0, 1], default 0.0

effector_weights

Type `EffectorWeights`, (readonly)

goal_default

Default Goal (vertex target position) value, when no Vertex Group used

Type float in [0, 1], default 0.0

goal_friction

Goal (vertex target position) friction

Type float in [0, 50], default 0.0

goal_max

Goal maximum, vertex group weights are scaled to match this range

Type float in [0, 1], default 0.0

goal_min

Goal minimum, vertex group weights are scaled to match this range

Type float in [0, 1], default 0.0

goal_spring

Goal (vertex target position) spring stiffness

Type float in [0, 0.999], default 0.0

gravity

Gravity or external force vector

Type float array of 3 items in [-100, 100], default (0.0, 0.0, 0.0)

internal_friction

Type float in [0, 1], default 0.0

mass

Mass of cloth material

Type float in [0, 10], default 0.0

pin_stiffness

Pin (vertex target position) spring stiffness

Type float in [0, 50], default 0.0

pre_roll

Simulation starts on this frame

Type int in [0, 200], default 0

quality

Quality of the simulation in steps per frame. (higher is better quality but slower)

Type int in [4, 80], default 0

rest_shape_key

Shape key to use the rest spring lengths from

Type [ShapeKey](#)

spring_damping

Damping of cloth velocity. (higher = more smooth, less jiggling)

Type float in [0, 50], default 0.0

structural_stiffness

Overall stiffness of structure

Type float in [0, 10000], default 0.0

structural_stiffness_max

Maximum structural stiffness value

Type float in [0, 10000], default 0.0

use_pin_cloth

Enable pinning of cloth vertices to other objects/positions

Type boolean, default False

use_stiffness_scale

If enabled, stiffness can be scaled along a weight painted vertex group

Type boolean, default False

vertex_group_bending

Vertex group for fine control over bending stiffness

Type string, default ""

vertex_group_mass

Vertex Group for pinning of vertices

Type string, default ""

vertex_group_structural_stiffness

Vertex group for fine control over structural stiffness

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ClothModifier.settings`

1.3.61 CloudsTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.CloudsTexture` (*Texture*)

Procedural noise texture

cloud_type

Type enum in ['GREYSCALE', 'COLOR'], default 'GREYSCALE'

nabla

Size of derivative offset used for calculating normal

Type float in [0.001, 0.1], default 0.0

noise_basis

Sets the noise basis used for turbulence

Type enum in ['BLENDER_ORIGINAL', 'ORIGINAL_PERLIN', 'IMPROVED_PERLIN', 'VORONOI_F1', 'VORONOI_F2', 'VORONOI_F3', 'VORONOI_F4', 'VORONOI_F2_F1', 'VORONOI_CRACKLE', 'CELL_NOISE'], default 'BLENDER_ORIGINAL'

noise_depth

Sets the depth of the cloud calculation

Type int in [0, 30], default 0

noise_scale

Sets scaling for noise input

Type float in [0.0001, inf], default 0.0

noise_type

Type enum in ['SOFT_NOISE', 'HARD_NOISE'], default 'SOFT_NOISE'

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- bpy_struct.id_data
- ID.name
- ID.use_fake_user
- ID.library
- ID.tag
- ID.users
- Texture.animation_data
- Texture.intensity
- Texture.color_ramp
- Texture.contrast
- Texture.factor_blue
- Texture.factor_green
- Texture.factor_red
- Texture.node_tree
- Texture.saturation
- Texture.use_preview_alpha
- Texture.type
- Texture.use_color_ramp
- Texture.use_nodes
- Texture.users_material
- Texture.users_object_modifier
- Texture.users_material
- Texture.users_object_modifier

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.62 CollectionProperty(Property)

base classes — `bpy_struct`, `Property`

class `bpy.types.CollectionProperty` (*Property*)
RNA collection property to define lists, arrays and mappings

fixed_type

Fixed pointer type, empty if variable type

Type `Struct`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Property.name`
- `Property.srna`
- `Property.description`
- `Property.identifier`
- `Property.is_never_none`
- `Property.is_readonly`
- `Property.is_runtime`
- `Property.is_registered`
- `Property.is_registered_optional`
- `Property.is_required`
- `Property.is_output`
- `Property.subtype`
- `Property.type`
- `Property.unit`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.63 CollisionModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.CollisionModifier` (*Modifier*)
Collision modifier defining modifier stack position used for collision

settings

Type `CollisionSettings`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.64 CollisionSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.CollisionSensor` (*Sensor*)

Sensor to detect objects colliding with the current object, with more settings than the Touch sensor

material

Only look for Objects with this material

Type string, default ""

property

Only look for Objects with this property

Type string, default ""

use_material

Toggle collision on material or property

Type boolean, default False

use_pulse

Changes to the set of colliding objects generates pulse

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.65 CollisionSettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.CollisionSettings` (*bpy_struct*)
Collision settings for object in physics simulation

absorption

How much of effector force gets lost during collision with this object (in percent)

Type float in [0, 1], default 0.0

damping

Amount of damping during collision

Type float in [0, 1], default 0.0

damping_factor

Amount of damping during particle collision

Type float in [0, 1], default 0.0

damping_random

Random variation of damping

Type float in [0, 1], default 0.0

friction_factor

Amount of friction during particle collision

Type float in [0, 1], default 0.0

friction_random

Random variation of friction

Type float in [0, 1], default 0.0

permeability

Chance that the particle will pass through the mesh

Type float in [0, 1], default 0.0

stickiness

Amount of stickiness to surface collision

Type float in [0, 10], default 0.0

thickness_inner

Inner face thickness

Type float in [0.001, 1], default 0.0**thickness_outer**

Outer face thickness

Type float in [0.001, 1], default 0.0**use**

Enable this objects as a collider for physics systems

Type boolean, default False**use_particle_kill**

Kill collided particles

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `CollisionModifier.settings`
- `Object.collison`

1.3.66 ColorRamp(`bpy_struct`)

base class — `bpy_struct`**class** `bpy.types.ColorRamp` (*bpy_struct*)

Color ramp mapping a scalar value to a color

elements

Type `ColorRampElements` collection of `ColorRampElement`, (readonly)

interpolation

Type enum in ['EASE', 'CARDINAL', 'LINEAR', 'B_SPLINE', 'CONSTANT'], default 'LINEAR'

evaluate (*position*)

Evaluate `ColorRamp`

Parameters

- **position** (*float in [0, 1]*) – Position, Evaluate `ColorRamp` at position

Returns Color, Color at given position

Return type float array of 4 items in [-inf, inf]

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `CompositorNodeValToRGB.color_ramp`
- `Material.diffuse_ramp`
- `Material.specular_ramp`
- `PointDensity.color_ramp`
- `ShaderNodeValToRGB.color_ramp`
- `Texture.color_ramp`
- `TextureNodeValToRGB.color_ramp`
- `UserPreferencesSystem.weight_color_range`

1.3.67 ColorRampElement(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ColorRampElement` (*bpy_struct*)
Element defining a color at a position in the color ramp

color

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

position

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ColorRamp.elements`
- `ColorRampElements.new`
- `ColorRampElements.remove`

1.3.68 ColorRampElements(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ColorRampElements` (*bpy_struct*)
Collection of Color Ramp Elements

new (*position*)

Add element to ColorRamp

Parameters

- **position** (*float in [0, 1]*) – Position, Position to add element

Returns New element.

Return type `ColorRampElement`

remove (*element*)

Delete element from `ColorRamp`

Parameters

- **element** (`ColorRampElement`, (never `None`)) – Element to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ColorRamp.elements`

1.3.69 ColorSequence(EffectSequence)

base classes — `bpy_struct`, `Sequence`, `EffectSequence`

class `bpy.types.ColorSequence` (*EffectSequence*)

Sequence strip creating an image filled with a single g

color

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

Inherited Properties

- `bpy_struct.id_data`
- `Sequence.name`
- `Sequence.blend_type`
- `Sequence.blend_alpha`
- `Sequence.channel`
- `Sequence.effect_fader`
- `Sequence.frame_final_end`
- `Sequence.frame_offset_end`
- `Sequence.frame_still_end`
- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.select_left_handle`
- `Sequence.frame_final_duration`
- `Sequence.frame_duration`
- `Sequence.lock`
- `Sequence.mute`
- `Sequence.select_right_handle`
- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`
- `Sequence.use_default_fade`
- `Sequence.input_count`
- `EffectSequence.color_balance`
- `EffectSequence.use_float`
- `EffectSequence.crop`
- `EffectSequence.use_deinterlace`
- `EffectSequence.use_reverse_frames`
- `EffectSequence.use_flip_x`
- `EffectSequence.use_flip_y`
- `EffectSequence.color_multiply`
- `EffectSequence.use_premultiply`
- `EffectSequence.proxy`
- `EffectSequence.use_proxy_custom_directory`
- `EffectSequence.use_proxy_custom_file`
- `EffectSequence.color_saturation`
- `EffectSequence.strobe`
- `EffectSequence.transform`
- `EffectSequence.use_color_balance`
- `EffectSequence.use_crop`
- `EffectSequence.use_proxy`
- `EffectSequence.use_translation`

Inherited Functions

- `bpy_struct.as_pointer`

- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.70 CompositorNode(Node)

base classes — `bpy_struct`, `Node`

subclasses — `CompositorNodeSepHSVA`, `CompositorNodeValToRGB`, `CompositorNodeSepYCCA`,
`CompositorNodeSetAlpha`, `CompositorNodeCrop`, `CompositorNodeMath`,
`CompositorNodeCurveRGB`, `CompositorNodeDilateErode`, `CompositorNodeGamma`,
`CompositorNodeRotate`, `CompositorNodeLensdist`, `CompositorNodeLumaMatte`,
`CompositorNodeTranslate`, `CompositorNodeCombyCCA`, `CompositorNodeBilateralblur`,
`CompositorNodeZcombine`, `CompositorNodeFilter`, `CompositorNodePremulKey`,
`CompositorNodeMixRGB`, `CompositorNodeTime`, `CompositorNodeValue`,
`CompositorNodeHueCorrect`, `CompositorNodeNormal`, `CompositorNodeIDMask`,
`CompositorNodeVecBlur`, `CompositorNodeRLayers`, `CompositorNodeComposite`,
`CompositorNodeCombrGBA`, `CompositorNodeViewer`, `CompositorNodeCombHSVA`,
`CompositorNodeOutputFile`, `CompositorNodeInvert`, `CompositorNodeFlip`,
`CompositorNodeDistanceMatte`, `CompositorNodeRGBToBW`, `CompositorNodeCombYUVA`,
`CompositorNodeBlur`, `CompositorNodeDefocus`, `CompositorNodeGlare`,
`CompositorNodeDiffMatte`, `CompositorNodeImage`, `CompositorNodeDBLur`,
`CompositorNodeMapValue`, `CompositorNodeBrightContrast`, `CompositorNodeTexture`,
`CompositorNodeLevels`, `CompositorNodeNormalize`, `CompositorNodeChannelMatte`,
`CompositorNodeRGB`, `CompositorNodeColorSpill`, `CompositorNodeSepRGBA`,
`CompositorNodeScale`, `CompositorNodeMapUV`, `CompositorNodeChromaMatte`,
`CompositorNodeDisplace`, `CompositorNodeColorBalance`, `CompositorNodeTonemap`,
`CompositorNodeAlphaOver`, `CompositorNodeColorMatte`, `CompositorNodeHueSat`,
`CompositorNodeSepYUVA`, `CompositorNodeCurveVec`, `CompositorNodeSplitViewer`

class `bpy.types.CompositorNode` (*Node*)

type

Type enum in ['VIEWER', 'RGB', 'VALUE', 'MIX_RGB', 'VALTORGB', 'RGBTOBW', 'NORMAL', 'CURVE_VEC', 'CURVE_RGB', 'ALPHAOVER', 'BLUR', 'FILTER', 'MAP_VALUE', 'TIME', 'VECBLUR', 'SEPRGBA', 'SEPHSVA', 'SE-TALPHA', 'HUE_SAT', 'IMAGE', 'R_LAYERS', 'COMPOSITE', 'OUTPUT_FILE', 'TEXTURE', 'TRANSLATE', 'ZCOMBINE', 'COMBRGBA', 'DILATEERODE', 'ROTATE', 'SCALE', 'SEPYCCA', 'COMBYCCA', 'SEPYUVA', 'COMBYUVA',

‘DIFF_MATTE’, ‘COLOR_SPILL’, ‘CHROMA_MATTE’, ‘CHANNEL_MATTE’, ‘FLIP’, ‘SPLITVIEWER’, ‘MAP_UV’, ‘ID_MASK’, ‘DEFOCUS’, ‘DISPLACE’, ‘COMBHSVA’, ‘MATH’, ‘LUMA_MATTE’, ‘BRIGHTCONTRAST’, ‘GAMMA’, ‘INVERT’, ‘NORMALIZE’, ‘CROP’, ‘DBLUR’, ‘BILATERALBLUR’, ‘PREMULKEY’, ‘DISTANCE_MATTE’, ‘LEVELS’, ‘COLOR_MATTE’, ‘COLORBALANCE’, ‘HUECORRECT’, ‘GLARE’, ‘TONEMAP’, ‘LENSDIST’, ‘SCRIPT’, ‘GROUP’], default ‘VIEWER’, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.71 CompositorNodeAlphaOver(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeAlphaOver` (*CompositorNode*)

premul

Mix Factor

Type float in [0, 1], default 0.0

use_premultiply

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.72 CompositorNodeBilateralblur(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeBilateralblur` (*CompositorNode*)

iterations

Type int in [1, 128], default 0

sigma_color

Type float in [0.01, 3], default 0.0

sigma_space

Type float in [0.01, 30], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`

- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.73 CompositorNodeBlur(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeBlur` (*CompositorNode*)

factor

Type float in [0, 2], default 0.0

factor_x

Type float in [0, 1], default 0.0

factor_y

Type float in [0, 1], default 0.0

filter_type

Type enum in ['FLAT', 'TENT', 'QUAD', 'CUBIC', 'GAUSS', 'FAST_GAUSS', 'CATROM', 'MITCH'], default 'FLAT'

size_x

Type int in [0, 2048], default 0

size_y

Type int in [0, 2048], default 0

use_bokeh

Uses circular filter (slower)

Type boolean, default False

use_gamma_correction

Applies filter on gamma corrected values

Type boolean, default False

use_relative

Use relative (percent) values to define blur radius

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.74 CompositorNodeBrightContrast(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeBrightContrast` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.75 CompositorNodeChannelMatte(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeChannelMatte` (*CompositorNode*)

color_space

Type enum in ['RGB', 'HSV', 'YUV', 'YCC'], default 'RGB'

limit_channel

Limit by this channels value

Type enum in ['R', 'G', 'B'], default 'R'

limit_max

Values higher than this setting are 100% opaque

Type float in [0, 1], default 0.0

limit_method

Algorithm to use to limit channel

Type enum in ['SINGLE', 'MAX'], default 'SINGLE'

limit_min

Values lower than this setting are 100% keyed

Type float in [0, 1], default 0.0

matte_channel

Channel used to determine matte

Type enum in ['R', 'G', 'B'], default 'R'

Inherited Properties

- `bpy_struct.id_data`

- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.76 CompositorNodeChromaMatte(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeChromaMatte` (*CompositorNode*)

gain

Alpha gain

Type float in [0, 1], default 0.0

lift

Alpha lift

Type float in [0, 1], default 0.0

shadow_adjust

Adjusts the brightness of any shadows captured

Type float in [0, 1], default 0.0

threshold

Tolerance below which colors will be considered as exact matches

Type float in [0, 30], default 0.0

tolerance

Tolerance for a color to be considered a keying color

Type float in [1, 80], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.77 CompositorNodeColorBalance(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeColorBalance` (*CompositorNode*)

correction_method

Type enum in ['LIFT_GAMMA_GAIN', 'OFFSET_POWER_SLOPE'], default 'LIFT_GAMMA_GAIN'

gain

Correction for Highlights

Type float array of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

gamma

Correction for Midtones

Type float array of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

lift

Correction for Shadows

Type float array of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

offset

Correction for Shadows

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

power

Correction for Midtones

Type float array of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

slope

Correction for Highlights

Type float array of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.78 CompositorNodeColorMatte(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeColorMatte` (*CompositorNode*)

color_hue

Hue tolerance for colors to be considered a keying color

Type float in [0, 1], default 0.0

color_saturation

Saturation Tolerance for the color

Type float in [0, 1], default 0.0

color_value

Value Tolerance for the color

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.79 CompositorNodeColorSpill(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeColorSpill` (*CompositorNode*)

channel

Type enum in ['R', 'G', 'B'], default 'R'

limit_channel

Type enum in ['R', 'G', 'B'], default 'R'

limit_method

Type enum in ['SIMPLE', 'AVERAGE'], default 'SIMPLE'

ratio

Scale limit by value

Type float in [0.5, 1.5], default 0.0

unspill_blue

Blue spillmap scale

Type float in [0, 1.5], default 0.0

unspill_green

Green spillmap scale

Type float in [0, 1.5], default 0.0

unspill_red

Red spillmap scale

Type float in [0, 1.5], default 0.0

use_unspill

Compensate all channels (differently) by hand

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.80 CompositorNodeCombHSVA(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeCombHSVA` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.81 CompositorNodeCombRGBA(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeCombRGBA` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.82 CompositorNodeCombYCCA(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeCombYCCA` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.83 CompositorNodeCombYUVA(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeCombYUVA` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.84 CompositorNodeComposite(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeComposite` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.85 CompositorNodeCrop(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeCrop` (*CompositorNode*)

max_x

Type int in [0, 10000], default 0

max_y

Type int in [0, 10000], default 0

min_x

Type int in [0, 10000], default 0

min_y

Type int in [0, 10000], default 0

rel_max_x

Type float in [0, 1], default 0.0

rel_max_y

Type float in [0, 1], default 0.0

rel_min_x

Type float in [0, 1], default 0.0

rel_min_y

Type float in [0, 1], default 0.0

relative

Use relative values to crop image

Type boolean, default False

use_crop_size

Whether to crop the size of the input image

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.86 CompositorNodeCurveRGB(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeCurveRGB` (*CompositorNode*)

mapping

Type `CurveMapping`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`

- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.87 CompositorNodeCurveVec(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeCurveVec` (*CompositorNode*)

mapping

Type `CurveMapping`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.88 CompositorNodeDBlur(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeDBlur` (*CompositorNode*)

angle

Type float in [0, 360], default 0.0

center_x

Type float in [0, 1], default 0.0

center_y

Type float in [0, 1], default 0.0

distance

Type float in [-1, 1], default 0.0

iterations

Type int in [1, 32], default 0

spin

Type float in [-360, 360], default 0.0

use_wrap

Type boolean, default False

zoom

Type float in [0, 100], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.89 CompositorNodeDefocus(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeDefocus` (*CompositorNode*)

angle

Bokeh shape rotation offset in degrees

Type int in [0, 90], default 0

blur_max

blur limit, maximum CoC radius, 0=no limit

Type float in [0, 10000], default 0.0

bokeh

Type enum in ['OCTAGON', 'HEPTAGON', 'HEXAGON', 'PENTAGON', 'SQUARE', 'TRIANGLE', 'CIRCLE'], default 'CIRCLE'

f_stop

Amount of focal blur, 128=infinity=perfect focus, half the value doubles the blur radius

Type float in [0, 128], default 0.0

samples

Number of samples (16=grainy, higher=less noise)

Type int in [16, 256], default 0

threshold

CoC radius threshold, prevents background bleed on in-focus midground, 0=off

Type float in [0, 100], default 0.0

use_gamma_correction

Enable gamma correction before and after main process

Type boolean, default False

use_preview

Enable sampling mode, useful for preview when using low samplecounts

Type boolean, default False

use_zbuffer

Disable when using an image as input instead of actual zbuffer (auto enabled if node not image based, eg. time node)

Type boolean, default False

z_scale

Scales the Z input when not using a zbuffer, controls maximum blur designated by the color white or input value 1

Type float in [0, 1000], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.90 CompositorNodeDiffMatte(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeDiffMatte` (*CompositorNode*)

falloff

Color distances below this additional threshold are partially keyed

Type float in [0, 1], default 0.0

tolerance

Color distances below this threshold are keyed

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.91 CompositorNodeDilateErode(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeDilateErode` (*CompositorNode*)

distance

Distance to grow/shrink (number of iterations)

Type int in [-100, 100], default 0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.92 CompositorNodeDisplace(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeDisplace` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

1.3.93 CompositorNodeDistanceMatte(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeDistanceMatte` (*CompositorNode*)

falloff

Color distances below this additional threshold are partially keyed

Type float in [0, 1], default 0.0

tolerance

Color distances below this threshold are keyed

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.94 CompositorNodeFilter(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeFilter` (*CompositorNode*)

filter_type

Type enum in ['SOFTEN', 'SHARPEN', 'LAPLACE', 'SOBEL', 'PREWITT', 'KIRSCH', 'SHADOW'], default 'SOFTEN'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.95 CompositorNodeFlip(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeFlip` (*CompositorNode*)

axis

Type enum in ['X', 'Y', 'XY'], default 'X'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.96 CompositorNodeGamma(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeGamma` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

1.3.97 CompositorNodeGlare(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeGlare` (*CompositorNode*)

angle_offset

Streak angle offset in degrees

Type float in [0, 180], default 0.0

color_modulation

Amount of Color Modulation, modulates colors of streaks and ghosts for a spectral dispersion effect

Type float in [0, 1], default 0.0

fade

Streak fade-out factor

Type float in [0.75, 1], default 0.0

glare_type

Type enum in ['GHOSTS', 'STREAKS', 'FOG_GLOW', 'SIMPLE_STAR'], default 'SIMPLE_STAR'

iterations

Type int in [2, 5], default 0

mix

-1 is original image only, 0 is exact 50/50 mix, 1 is processed image only

Type float in [-1, 1], default 0.0

quality

If not set to high quality, the effect will be applied to a low-res copy of the source image

Type enum in ['HIGH', 'MEDIUM', 'LOW'], default 'HIGH'

size

Glow/glare size (not actual size; relative to initial size of bright area of pixels)

Type int in [6, 9], default 0

streaks

Total number of streaks

Type int in [2, 16], default 0

threshold

The glare filter will only be applied to pixels brighter than this value

Type float in [0, 1000], default 0.0

use_rotate_45

Simple star filter: add 45 degree rotation offset

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.98 CompositorNodeHueCorrect(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeHueCorrect` (*CompositorNode*)

mapping

Type `CurveMapping`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`

- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.99 CompositorNodeHueSat(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeHueSat` (*CompositorNode*)

color_hue

Type float in [0, 1], default 0.0

color_saturation

Type float in [0, 2], default 0.0

color_value

Type float in [0, 2], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.100 CompositorNodeIDMask(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeIDMask` (*CompositorNode*)

index

Pass index number to convert to alpha

Type int in [0, 10000], default 0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.101 CompositorNodeImage(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeImage` (*CompositorNode*)

frame_duration

Number of images used in animation

Type int in [0, 300000], default 0

frame_offset

Offsets the number of the frame to use in the animation

Type int in [-300000, 300000], default 0

frame_start

Type int in [-300000, 300000], default 0

image

Type Image

layer

Type enum in ['PLACEHOLDER'], default 'PLACEHOLDER'

use_auto_refresh

Type boolean, default False

use_cyclic

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

1.3.102 CompositorNodeInvert(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeInvert` (*CompositorNode*)

invert_alpha

Type boolean, default False

invert_rgb

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.103 CompositorNodeLensdist(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeLensdist` (*CompositorNode*)

use_fit

For positive distortion factor only: scale image such that black areas are not visible

Type boolean, default False

use_jitter

Enable/disable jittering; faster, but also noisier

Type boolean, default False

use_projector

Enable/disable projector mode. Effect is applied in horizontal direction only

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.104 CompositorNodeLevels(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeLevels` (*CompositorNode*)

channel

Type enum in ['COMBINED_RGB', 'RED', 'GREEN', 'BLUE', 'LUMINANCE'], default 'COMBINED_RGB'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.105 CompositorNodeLumaMatte(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeLumaMatte` (*CompositorNode*)

limit_max

Values higher than this setting are 100% opaque

Type float in [0, 1], default 0.0

limit_min

Values lower than this setting are 100% keyed

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.106 CompositorNodeMapUV(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeMapUV` (*CompositorNode*)

alpha

Type int in [0, 100], default 0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.107 CompositorNodeMapValue(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeMapValue` (*CompositorNode*)

max

Type float array of 1 items in [-1000, 1000], default (0.0)

min

Type float array of 1 items in [-1000, 1000], default (0.0)

offset

Type float array of 1 items in [-1000, 1000], default (0.0)

size

Type float array of 1 items in [-1000, 1000], default (0.0)

use_max

Type boolean, default False

use_min

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.108 CompositorNodeMath(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeMath` (*CompositorNode*)

operation

Type enum in ['ADD', 'SUBTRACT', 'MULTIPLY', 'DIVIDE', 'SINE', 'COSINE', 'TANGENT', 'ARCSINE', 'ARCCOSINE', 'ARCTANGENT', 'POWER', 'LOGARITHM', 'MINIMUM', 'MAXIMUM', 'ROUND', 'LESS_THAN', 'GREATER_THAN'], default 'ADD'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.109 CompositorNodeMixRGB(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeMixRGB` (*CompositorNode*)

blend_type

Type enum in ['MIX', 'ADD', 'SUBTRACT', 'MULTIPLY', 'SCREEN', 'OVERLAY', 'DIVIDE', 'DIFFERENCE', 'DARKEN', 'LIGHTEN', 'DODGE', 'BURN', 'COLOR', 'VALUE', 'SATURATION', 'HUE', 'SOFT_LIGHT', 'LINEAR_LIGHT'], default 'MIX'

use_alpha

Include alpha of second input in this operation

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.110 CompositorNodeNormal(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeNormal` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.111 CompositorNodeNormalize(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeNormalize` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.112 CompositorNodeOutputFile(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeOutputFile` (*CompositorNode*)

exr_codec

Type enum in ['NONE', 'PXR24', 'ZIP', 'PIZ', 'RLE'], default 'NONE'

filepath

Output path for the image, same functionality as render output.

Type string, default ""

frame_end

Type int in [0, 300000], default 0

frame_start

Type int in [0, 300000], default 0

image_type

Type enum in ['TARGA', 'RAW_TARGA', 'PNG', 'BMP', 'JPEG', 'IRIS', 'RADIANCE_HDR', 'CINEON', 'DPX', 'OPENEXR'], default 'TARGA'

quality

Type int in [1, 100], default 0

use_exr_half

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.113 CompositorNodePremulKey(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodePremulKey` (*CompositorNode*)

mapping

Conversion between premultiplied alpha and key alpha

Type enum in ['KEY_TO_PREMUL', 'PREMUL_TO_KEY'], default 'KEY_TO_PREMUL'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.114 CompositorNodeRGB(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeRGB` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.115 CompositorNodeRGBToBW(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeRGBToBW` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`

- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.116 CompositorNodeRLayers(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeRLayers` (*CompositorNode*)

layer

Type enum in ['PLACEHOLDER'], default 'PLACEHOLDER'

scene

Type Scene

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`

- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.117 CompositorNodeRotate(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeRotate` (*CompositorNode*)

filter_type

Method to use to filter rotation

Type enum in ['NEAREST', 'BILINEAR', 'BICUBIC'], default 'NEAREST'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.118 CompositorNodeScale(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeScale` (*CompositorNode*)

space

Coordinate space to scale relative to

Type enum in ['RELATIVE', 'ABSOLUTE', 'SCENE_SIZE', 'RENDER_SIZE'], default 'RELATIVE'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.119 CompositorNodeSepHSVA(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeSepHSVA` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.120 CompositorNodeSepRGBA(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeSepRGBA` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.121 CompositorNodeSepYCCA(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeSepYCCA` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.122 CompositorNodeSepYUVA(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeSepYUVA` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.123 CompositorNodeSetAlpha(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeSetAlpha` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.124 CompositorNodeSplitViewer(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeSplitViewer` (*CompositorNode*)

axis

Type enum in ['X', 'Y'], default 'X'

factor

Type int in [0, 100], default 0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

1.3.125 CompositorNodeTexture(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeTexture` (*CompositorNode*)

node_output

For node-based textures, which output node to use

Type `int` in `[-32768, 32767]`, default `0`

texture

Type `Texture`

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.126 CompositorNodeTime(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeTime` (*CompositorNode*)

curve**Type** `CurveMapping`, (readonly)**frame_end****Type** `int` in `[-32768, 32767]`, default 0**frame_start****Type** `int` in `[-32768, 32767]`, default 0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.127 CompositorNodeTonemap(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`**class** `bpy.types.CompositorNodeTonemap` (*CompositorNode*)**adaptation**

If 0, global; if 1, based on pixel intensity

Type `float` in `[0, 1]`, default 0.0**contrast**

Set to 0 to use estimate from input image

Type `float` in `[0, 1]`, default 0.0

correction

If 0, same for all channels; if 1, each independent

Type float in [0, 1], default 0.0

gamma

If not used, set to 1

Type float in [0.001, 3], default 0.0

intensity

If less than zero, darkens image; otherwise, makes it brighter

Type float in [-8, 8], default 0.0

key

The value the average luminance is mapped to

Type float in [0, 1], default 0.0

offset

Normally always 1, but can be used as an extra control to alter the brightness curve

Type float in [0.001, 10], default 0.0

tonemap_type

Type enum in ['RD_PHOTORECEPTOR', 'RH_SIMPLE'], default 'RH_SIMPLE'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.128 CompositorNodeTranslate(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeTranslate` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.129 CompositorNodeTree(NodeTree)

base classes — `bpy_struct`, `ID`, `NodeTree`

class `bpy.types.CompositorNodeTree` (*NodeTree*)

Node tree consisting of linked nodes used for compositing

nodes

Type `CompositorNodes` collection of `Node`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`

- `ID.users`
- `NodeTree.animation_data`
- `NodeTree.grease_pencil`
- `NodeTree.links`
- `NodeTree.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.130 CompositorNodeValToRGB(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeValToRGB` (*CompositorNode*)

color_ramp

Type `ColorRamp`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.131 CompositorNodeValue(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeValue` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

1.3.132 CompositorNodeVecBlur(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeVecBlur` (*CompositorNode*)

factor

Scaling factor for motion vectors; actually ‘shutter speed’ in frames

Type float in [0, 2], default 0.0

samples

Type int in [1, 256], default 0

speed_max

Maximum speed, or zero for none

Type int in [0, 1024], default 0

speed_min

Minimum speed for a pixel to be blurred; used to separate background from foreground

Type int in [0, 1024], default 0

use_curved

Interpolate between frames in a bezier curve, rather than linearly

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.133 CompositorNodeViewer(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeViewer` (*CompositorNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.134 CompositorNodeZcombine(CompositorNode)

base classes — `bpy_struct`, `Node`, `CompositorNode`

class `bpy.types.CompositorNodeZcombine` (*CompositorNode*)

use_alpha

Takes Alpha channel into account when doing the Z operation

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `CompositorNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.135 CompositorNodes(bpy_struct)

base class — `bpy_struct`

class `bpy.types.CompositorNodes` (*bpy_struct*)
Collection of Compositor Nodes

new (*type, group=None*)
Add a node to this node tree.

Parameters

- **type** (*enum in ['VIEWER', 'RGB', 'VALUE', 'MIX_RGB', 'VALTORGB', 'RGBTOBW', 'NORMAL', 'CURVE_VEC', 'CURVE_RGB', 'ALPHAOVER', 'BLUR', 'FILTER', 'MAP_VALUE', 'TIME', 'VECBLUR', 'SEPRGBA', 'SEPHSVA', 'SE-TALPHA', 'HUE_SAT', 'IMAGE', 'R_LAYERS', 'COMPOSITE', 'OUTPUT_FILE', 'TEXTURE', 'TRANSLATE', 'ZCOMBINE', 'COMBRGBA', 'DILATEERODE', 'ROTATE', 'SCALE', 'SEPYCCA', 'COMBYCCA', 'SEPYUVA', 'COMBYUVA', 'DIFF_MATTE', 'COLOR_SPILL', 'CHROMA_MATTE', 'CHANNEL_MATTE', 'FLIP', 'SPLITVIEWER', 'MAP_UV', 'ID_MASK', 'DEFOCUS', 'DISPLACE', 'COMBHSVA', 'MATH', 'LUMA_MATTE', 'BRIGHTCONTRAST', 'GAMMA', 'INVERT', 'NORMALIZE', 'CROP', 'DBLUR', 'BILATERALBLUR', 'PREMULKEY', 'DISTANCE_MATTE', 'LEVELS', 'COLOR_MATTE', 'COLORBALANCE', 'HUECORRECT', 'GLARE', 'TONEMAP', 'LENSDIST', 'SCRIPT', 'GROUP']*) – Type, Type of node to add
- **group** (`NodeTree`, (optional)) – The group tree

Returns New node.

Return type `Node`

remove (*node*)

remove a node from this node tree.

Parameters

- **node** (`Node`) – The node to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `CompositorNodeTree.nodes`

1.3.136 ConsoleLine(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ConsoleLine` (*bpy_struct*)

Input line for the interactive console

body

Text in the line

Type string, default ""

current_character

Type int in [-inf, inf], default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SpaceConsole.history`
- `SpaceConsole.scrollback`

1.3.137 Constraint(`bpy_struct`)

base class — `bpy_struct`

subclasses — `KinematicConstraint`, `CopyScaleConstraint`, `ShrinkwrapConstraint`, `FollowPathConstraint`, `LockedTrackConstraint`, `CopyTransformsConstraint`, `PythonConstraint`, `LimitDistanceConstraint`, `TransformConstraint`, `PivotConstraint`, `StretchToConstraint`, `LimitRotationConstraint`, `LimitLocationConstraint`, `ChildOfConstraint`, `CopyRotationConstraint`, `LimitScaleConstraint`, `DampedTrackConstraint`, `TrackToConstraint`, `ClampToConstraint`, `SplineIKConstraint`, `MaintainVolumeConstraint`, `RigidBodyJointConstraint`, `FloorConstraint`, `ActionConstraint`, `CopyLocationConstraint`

class `bpy.types.Constraint` (*`bpy_struct`*)

Constraint modifying the transformation of objects and bones

active

Constraint is the one being edited

Type boolean, default False

error_location

Amount of residual error in Blender space unit for constraints that work on position

Type float in [-inf, inf], default 0.0, (readonly)

error_rotation

Amount of residual error in radiant for constraints that work on orientation

Type float in [-inf, inf], default 0.0, (readonly)

influence

Amount of influence constraint will have on the final solution

Type float in [0, 1], default 0.0

is_proxy_local

Constraint was added in this proxy instance (i.e. did not belong to source Armature)

Type boolean, default False

is_valid

Constraint has invalid settings and will not be evaluated

Type boolean, default False, (readonly)

mute

Enable/Disable Constraint

Type boolean, default False

name

Constraint name

Type string, default ""

owner_space

Space that owner is evaluated in

Type enum in ['WORLD', 'POSE', 'LOCAL_WITH_PARENT', 'LOCAL'], default 'WORLD'

show_expanded

Constraint's panel is expanded in UI

Type boolean, default False

target_space

Space that target is evaluated in

Type enum in ['WORLD', 'POSE', 'LOCAL_WITH_PARENT', 'LOCAL'], default 'WORLD'

type

Type enum in ['COPY_LOCATION', 'COPY_ROTATION', 'COPY_SCALE', 'COPY_TRANSFORMS', 'LIMIT_DISTANCE', 'LIMIT_LOCATION', 'LIMIT_ROTATION', 'LIMIT_SCALE', 'MAINTAIN_VOLUME', 'TRANSFORM', 'CLAMP_TO', 'DAMPED_TRACK', 'IK', 'LOCKED_TRACK', 'SPLINE_IK', 'STRETCH_TO', 'TRACK_TO', 'ACTION', 'CHILD_OF', 'FLOOR', 'FOLLOW_PATH', 'PIVOT', 'RIGID_BODY_JOINT', 'SCRIPT', 'SHRINKWRAP'], default 'COPY_LOCATION', (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.constraints`
- `ObjectConstraints.active`
- `ObjectConstraints.new`
- `ObjectConstraints.remove`
- `PoseBone.constraints`
- `PoseBoneConstraints.active`
- `PoseBoneConstraints.new`
- `PoseBoneConstraints.remove`
- `UILayout.template_constraint`

1.3.138 ConstraintActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.ConstraintActuator` (*Actuator*)

Actuator to handle Constraints

angle_max

Maximum angle (in degree) allowed with target direction. No correction is done if angle with target direction is between min and max

Type float in [-inf, inf], default 0.0

angle_min

Minimum angle (in degree) to maintain with target direction. No correction is done if angle with target direction is between min and max

Type float in [-inf, inf], default 0.0

damping

Damping factor: time constant (in frame) of low pass filter

Type int in [0, 32767], default 0

damping_rotation

Use a different damping for orientation

Type int in [0, 32767], default 0

direction

Set the direction of the ray

Type enum in ['NONE', 'DIRPX', 'DIRPY', 'DIRPZ', 'DIRNX', 'DIRNY', 'DIRNZ'], default 'NONE'

direction_axis

Select the axis to be aligned along the reference direction

Type enum in ['NONE', 'DIRPX', 'DIRPY', 'DIRPZ', 'DIRNX', 'DIRNY', 'DIRNZ'], default 'NONE'

distance

Set the maximum length of ray

Type float in [-inf, inf], default 0.0

fh_damping

Damping factor of the Fh spring force

Type float in [-inf, inf], default 0.0

fh_height

Height of the Fh area

Type float in [-inf, inf], default 0.0

limit

Type enum in ['NONE', 'LOCX', 'LOCY', 'LOCZ'], default 'NONE'

limit_max

Type float in [-inf, inf], default 0.0

limit_min

Type float in [-inf, inf], default 0.0

material

Ray detects only Objects with this material

Type string, default ""

mode

The type of the constraint

Type enum in ['LOC', 'DIST', 'ORI', 'FH'], default 'LOC'

property

Ray detect only Objects with this property

Type string, default ""

range

Set the maximum length of ray

Type float in [-inf, inf], default 0.0

rotation_max

Reference Direction

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

spring

Spring force within the Fh area

Type float in [-inf, inf], default 0.0

time

Maximum activation time in frame, 0 for unlimited

Type int in [-32768, 32767], default 0

use_fh_normal

Add a horizontal spring force on slopes

Type boolean, default False

use_fh_paralel_axis

Keep object axis parallel to normal

Type boolean, default False

use_force_distance

Force distance of object to point of impact of ray

Type boolean, default False

use_local

Set ray along object's axis or global axis

Type boolean, default False

use_material_detect

Detect material instead of property

Type boolean, default False

use_normal

Set object axis along (local axis) or parallel (global axis) to the normal at hit position

Type boolean, default False

use_persistent

Persistent actuator: stays active even if ray does not reach target

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.139 ConstraintTarget(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ConstraintTarget` (*bpy_struct*)
Target object for multi-target constraints

subtarget

Type string, default ""

target

Target Object

Type Object

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `PythonConstraint.targets`

1.3.140 Context(bpy_struct)

base class — `bpy_struct`

class `bpy.types.Context` (*bpy_struct*)

Current windowmanager and data context

area

Type `Area`, (readonly)

blend_data

Type `BlendData`, (readonly)

mode

Type enum in ['EDIT_MESH', 'EDIT_CURVE', 'EDIT_SURFACE', 'EDIT_TEXT', 'EDIT_ARMATURE', 'EDIT_METABALL', 'EDIT_LATTICE', 'POSE', 'SCULPT', 'PAINT_WEIGHT', 'PAINT_VERTEX', 'PAINT_TEXTURE', 'PARTICLE', 'OBJECT'], default 'EDIT_MESH', (readonly)

region

Type `Region`, (readonly)

region_data

Type `RegionView3D`, (readonly)

scene

Type `Scene`, (readonly)

screen

Type `Screen`, (readonly)

space_data

Type `Space`, (readonly)

tool_settings

Type `ToolSettings`, (readonly)

user_preferences

Type `UserPreferences`, (readonly)

window

Type `Window`, (readonly)

window_manager

Type `WindowManager`, (readonly)

static copy (*self*)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Header.draw`
- `KeyingSetInfo.generate`
- `KeyingSetInfo.iterator`
- `KeyingSetInfo.poll`
- `Macro.draw`
- `Macro.poll`
- `Menu.draw`
- `Menu.poll`
- `Operator.check`
- `Operator.draw`
- `Operator.execute`
- `Operator.invoke`
- `Operator.modal`
- `Operator.poll`
- `Panel.draw`
- `Panel.draw_header`
- `Panel.poll`

1.3.141 ControlFluidSettings(FluidSettings)

base classes — `bpy_struct`, `FluidSettings`

class `bpy.types.ControlFluidSettings` (*FluidSettings*)

Fluid simulation settings for objects controlling the motion of fluid in the simulation

attraction_radius

Specifies the force field radius around the control object

Type float in [0, 10], default 0.0

attraction_strength

Force strength for directional attraction towards the control object

Type float in [-10, 10], default 0.0

end_time

Specifies time when the control particles are deactivated

Type float in [0, 100], default 0.0

quality

Specifies the quality which is used for object sampling. (higher = better but slower)

Type float in [5, 100], default 0.0

start_time

Specifies time when the control particles are activated

Type float in [0, 100], default 0.0

use

Object contributes to the fluid simulation

Type boolean, default False

use_reverse_frames

Reverse control object movement

Type boolean, default False

velocity_radius

Specifies the force field radius around the control object

Type float in [0, 10], default 0.0

velocity_strength

Force strength of how much of the control object's velocity is influencing the fluid velocity

Type float in [0, 10], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `FluidSettings.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.142 Controller(`bpy_struct`)

base class — `bpy_struct`

subclasses — `ExpressionController`, `XnorController`, `PythonController`, `AndController`, `NorController`, `OrController`, `XorController`, `NandController`

class `bpy.types.Controller` (*`bpy_struct`*)

Game engine logic brick to process events, connecting sensors to actuators

name

Type string, default ""

show_expanded

Set controller expanded in the user interface

Type boolean, default False

states

Set Controller state index (1 to 30)

Type int in [1, 30], default 0

type

Type enum in ['LOGIC_AND', 'LOGIC_OR', 'LOGIC_NAND', 'LOGIC_NOR', 'LOGIC_XOR', 'LOGIC_XNOR', 'EXPRESSION', 'PYTHON'], default 'LOGIC_AND'

use_priority

Mark controller for execution before all non-marked controllers (good for startup scripts)

Type boolean, default False

link (*`sensor=None`, `actuator=None`*)

Link the controller with a sensor/actuator.

Parameters

- **sensor** (*`Sensor`*, (optional)) – Sensor to link the controller to.
- **actuator** (*`Actuator`*, (optional)) – Actuator to link the controller to.

unlink (*`sensor=None`, `actuator=None`*)

Unlink the controller from a sensor/actuator.

Parameters

- **sensor** (*`Sensor`*, (optional)) – Sensor to unlink the controller from.
- **actuator** (*`Actuator`*, (optional)) – Actuator to unlink the controller from.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Actuator.link`
- `Actuator.unlink`
- `GameObjectSettings.controllers`
- `Sensor.link`
- `Sensor.unlink`

1.3.143 CopyLocationConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.CopyLocationConstraint` (*Constraint*)
Copies the location of the target

head_tail

Target along length of bone: Head=0, Tail=1

Type float in [0, 1], default 0.0

invert_x

Invert the X location

Type boolean, default False

invert_y

Invert the Y location

Type boolean, default False

invert_z

Invert the Z location

Type boolean, default False

subtarget

Type string, default ""

target

Target Object

Type `Object`**use_offset**

Add original location into copied location

Type `boolean`, default `False`**use_x**

Copy the target's X location

Type `boolean`, default `False`**use_y**

Copy the target's Y location

Type `boolean`, default `False`**use_z**

Copy the target's Z location

Type `boolean`, default `False`

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.144 CopyRotationConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.CopyRotationConstraint` (*Constraint*)

Copies the rotation of the target

invert_x

Invert the X rotation

Type boolean, default False

invert_y

Invert the Y rotation

Type boolean, default False

invert_z

Invert the Z rotation

Type boolean, default False

subtarget

Type string, default ""

target

Target Object

Type `Object`

use_offset

Add original rotation into copied rotation

Type boolean, default False

use_x

Copy the target's X rotation

Type boolean, default False

use_y

Copy the target's Y rotation

Type boolean, default False

use_z

Copy the target's Z rotation

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`

- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.145 CopyScaleConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.CopyScaleConstraint` (*Constraint*)

Copies the scale of the target

subtarget

Type string, default ""

target

Target Object

Type Object

use_offset

Add original scale into copied scale

Type boolean, default False

use_x

Copy the target's X scale

Type boolean, default False

use_y

Copy the target's Y scale

Type boolean, default False

use_z

Copy the target's Z scale

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.146 CopyTransformsConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.CopyTransformsConstraint` (*Constraint*)

Copies all the transforms of the target

head_tail

Target along length of bone: Head=0, Tail=1

Type float in [0, 1], default 0.0

subtarget**Type** string, default ""**target**

Target Object

Type Object

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.147 Curve(ID)

base classes — `bpy_struct`, `ID`subclasses — `SurfaceCurve`, `TextCurve`**class** `bpy.types.Curve` (*ID*)

Curve datablock storing curves, splines and NURBS

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

bevel_depth

Bevel depth when not using a bevel object

Type float in [-inf, inf], default 0.0

bevel_object

Curve object name that defines the bevel shape

Type `Object`

bevel_resolution

Bevel resolution when depth is non-zero and no specific bevel object has been defined

Type int in [0, 32], default 0

dimensions

Select 2D or 3D curve type

Type enum in ['2D', '3D'], default '2D'

eval_time

Parametric position along the length of the curve that Objects 'following' it should be at. Position is evaluated by dividing by the 'Path Length' value

Type float in [-inf, inf], default 0.0

extrude

Amount of curve extrusion when not using a bevel object

Type float in [0, inf], default 0.0

materials

Type `IDMaterials` collection of `Material`, (readonly)

offset

Offset the curve to adjust the width of a text

Type float in [-inf, inf], default 0.0

path_duration

The number of frames that are needed to traverse the path, defining the maximum value for the 'Evaluation Time' setting

Type int in [1, 300000], default 0

render_resolution_u

Surface resolution in U direction used while rendering. Zero skips this property

Type int in [0, 32767], default 0

render_resolution_v

Surface resolution in V direction used while rendering. Zero skips this property

Type int in [0, 32767], default 0

resolution_u

Surface resolution in U direction

Type int in [1, 32767], default 0

resolution_v

Surface resolution in V direction

Type int in [1, 32767], default 0**shape_keys****Type** [Key](#), (readonly)**show_handles**

Display bezier handles in editmode

Type boolean, default False**show_normal_face**

Display 3D curve normals in editmode

Type boolean, default False**splines**

Collection of splines in this curve data object

Type [CurveSplines](#) collection of [Spline](#), (readonly)**taper_object**

Curve object name that defines the taper (width)

Type [Object](#)**texspace_location**

Texture space location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)**texspace_size**

Texture space size

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)**twist_mode**

The type of tilt calculation for 3D Curves

Type enum in ['Z_UP', 'MINIMUM', 'TANGENT'], default 'Z_UP'**twist_smooth**

Smoothing iteration for tangents

Type float in [-inf, inf], default 0.0**use_auto_texspace**

Adjusts active object's texture space automatically when transforming object

Type boolean, default False**use_deform_bounds**

Use the mesh bounds to clamp the deformation

Type boolean, default False**use_fill_back**

Draw filled back for extruded/beveled curves

Type boolean, default False**use_fill_deform**

Fill curve after applying shape keys and all modifiers

Type boolean, default False

use_fill_front

Draw filled front for extruded/beveled curves

Type boolean, default False

use_path

Enable the curve to become a translation path

Type boolean, default False

use_path_follow

Make curve path children to rotate along the path

Type boolean, default False

use_radius

Option for paths: apply the curve radius with path following it and deforming

Type boolean, default False

use_stretch

Option for curve-deform: makes deformed child to stretch along entire path

Type boolean, default False

use_time_offset

Children will use TimeOffs value as path distance offset

Type boolean, default False

use_uv_as_generated

Uses the UV values as Generated textured coordinates

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.curves`
- `MainCurves.new`
- `MainCurves.remove`

1.3.148 CurveMap(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.CurveMap` (*bpy_struct*)

Curve in a curve mapping

extend

Extrapolate the curve or extend it horizontally

Type enum in ['HORIZONTAL', 'EXTRAPOLATED'], default 'HORIZONTAL', (readonly)

points

Type Collection of `CurveMapPoint`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `CurveMapping.curves`

1.3.149 CurveMapPoint(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.CurveMapPoint` (*bpy_struct*)

Point of a curve used for a curve mapping

handle_type

Curve interpolation at this point: bezier or vector

Type enum in ['AUTO', 'VECTOR'], default 'AUTO', (readonly)

location

X/Y coordinates of the curve point

Type float array of 2 items in [-inf, inf], default (0.0, 0.0), (readonly)

select

Selection state of the curve point

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `CurveMap.points`

1.3.150 CurveMapping(bpy_struct)

base class — `bpy_struct`

class `bpy.types.CurveMapping` (*bpy_struct*)

Curve mapping to map color, vector and scalar values to other values using a user defined curve

black_level

For RGB curves, the color that black is mapped to

Type float array of 3 items in [-1000, 1000], default (0.0, 0.0, 0.0)

clip_max_x

Type float in [-100, 100], default 0.0

clip_max_y

Type float in [-100, 100], default 0.0

clip_min_x

Type float in [-100, 100], default 0.0

clip_min_y

Type float in [-100, 100], default 0.0

curves

Type Collection of `CurveMap`, (readonly)

use_clip

Force the curve view to fit a defined boundary

Type boolean, default False

white_level

For RGB curves, the color that white is mapped to

Type float array of 3 items in [-1000, 1000], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

References

- `Brush.curve`
- `CompositorNodeCurveRGB.mapping`
- `CompositorNodeCurveVec.mapping`
- `CompositorNodeHueCorrect.mapping`
- `CompositorNodeTime.curve`
- `ParticleBrush.curve`
- `PointLamp.falloff_curve`
- `ShaderNodeRGBCurve.mapping`
- `ShaderNodeVectorCurve.mapping`
- `SpaceImageEditor.curves`
- `SpotLamp.falloff_curve`
- `TextureNodeCurveRGB.mapping`
- `TextureNodeCurveTime.curve`

1.3.151 CurveModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.CurveModifier` (*Modifier*)

Curve deformation modifier

deform_axis

The axis that the curve deforms along

Type enum in ['POS_X', 'POS_Y', 'POS_Z', 'NEG_X', 'NEG_Y', 'NEG_Z'], default 'POS_X'

object

Curve object to deform with

Type Object

vertex_group

Vertex group name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`

- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.152 CurveSplines(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.CurveSplines` (*bpy_struct*)

Collection of curve splines

active

Active curve spline

Type `Object`

new (*type*)

Add a new spline to the curve.

Parameters

- **type** (*enum in* [`'POLY'`, `'BEZIER'`, `'BSPLINE'`, `'CARDINAL'`, `'NURBS'`]) – type for the new spline.

Returns The newly created spline.

Return type `Spline`

remove (*spline*)

Remove a spline from a curve.

Parameters

- **spline** (`Spline`, (never `None`)) – The spline to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Curve.splines`

1.3.153 DampedTrackConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.DampedTrackConstraint` (*Constraint*)
Points toward target by taking the shortest rotation path

subtarget

Type string, default ""

target

Target Object

Type Object

track_axis

Axis that points to the target object

Type enum in ['TRACK_X', 'TRACK_Y', 'TRACK_Z', 'TRACK_NEGATIVE_X', 'TRACK_NEGATIVE_Y', 'TRACK_NEGATIVE_Z'], default 'TRACK_X'

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`

- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.154 DecimateModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.DecimateModifier` (*Modifier*)

Decimation modifier

face_count

The current number of faces in the decimated mesh

Type `int` in `[-inf, inf]`, default 0, (readonly)

ratio

Defines the ratio of triangles to reduce to

Type `float` in `[0, 1]`, default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`

- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.155 DelaySensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.DelaySensor` (*Sensor*)
Sensor to send delayed events

delay

Delay in number of logic tics before the positive trigger (default 60 per second)

Type `int` in `[0, 5000]`, default 0

duration

If >0, delay in number of logic tics before the negative trigger following the positive trigger

Type `int` in `[0, 5000]`, default 0

use_repeat

Toggle repeat option. If selected, the sensor restarts after Delay+Dur logic tics

Type `boolean`, default `False`

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`

- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.156 DisplaceModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.DisplaceModifier` (*Modifier*)

Displacement modifier

direction

Type enum in ['X', 'Y', 'Z', 'NORMAL', 'RGB_TO_XYZ'], default 'X'

mid_level

Material value that gives no displacement

Type float in [0, 1], default 0.0

strength

Type float in [-inf, inf], default 0.0

texture

Type `Texture`

texture_coordinate_object

Type `Object`

texture_coords

Type enum in ['LOCAL', 'GLOBAL', 'OBJECT', 'UV'], default 'LOCAL'

uv_layer

UV layer name

Type string, default ""

vertex_group

Vertex group name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.157 DistortedNoiseTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.DistortedNoiseTexture` (*Texture*)

Procedural distorted noise texture

distortion

Type float in [0, 10], default 0.0

nabla

Size of derivative offset used for calculating normal

Type float in [0.001, 0.1], default 0.0

noise_basis

Sets the noise basis used for turbulence

Type enum in ['BLENDER_ORIGINAL', 'ORIGINAL_PERLIN', 'IMPROVED_PERLIN', 'VORONOI_F1', 'VORONOI_F2', 'VORONOI_F3', 'VORONOI_F4', 'VORONOI_F2_F1', 'VORONOI_CRACKLE', 'CELL_NOISE'], default 'BLENDER_ORIGINAL'

noise_distortion

Sets the noise basis for the distortion

Type enum in ['BLENDER_ORIGINAL', 'ORIGINAL_PERLIN', 'IMPROVED_PERLIN', 'VORONOI_F1', 'VORONOI_F2', 'VORONOI_F3', 'VORONOI_F4', 'VORONOI_F2_F1', 'VORONOI_CRACKLE', 'CELL_NOISE'], default 'BLENDER_ORIGINAL'

noise_scale

Sets scaling for noise input

Type float in [0.0001, inf], default 0.0

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- bpy_struct.id_data
- ID.name
- ID.use_fake_user
- ID.library
- ID.tag
- ID.users
- Texture.animation_data
- Texture.intensity
- Texture.color_ramp
- Texture.contrast
- Texture.factor_blue
- Texture.factor_green
- Texture.factor_red
- Texture.node_tree
- Texture.saturation
- Texture.use_preview_alpha
- Texture.type
- Texture.use_color_ramp
- Texture.use_nodes
- Texture.users_material
- Texture.users_object_modifier
- Texture.users_material
- Texture.users_object_modifier

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.158 DomainFluidSettings(FluidSettings)

base classes — `bpy_struct`, `FluidSettings`

class `bpy.types.DomainFluidSettings` (*FluidSettings*)

Fluid simulation settings for the domain of a fluid simulation

compressibility

Allowed compressibility due to gravitational force for standing fluid. (directly affects simulation step size)

Type float in [0.001, 0.1], default 0.0

end_time

Simulation time of the last blender frame (in seconds)

Type float in [0, 100], default 0.0

filepath

Directory (and/or filename prefix) to store baked fluid simulation files in

Type string, default ""

generate_particles

Amount of particles to generate (0=off, 1=normal, >1=more)

Type float in [0, 10], default 0.0

gravity

Gravity in X, Y and Z direction

Type float array of 3 items in [-1000.1, 1000.1], default (0.0, 0.0, 0.0)

grid_levels

Number of coarsened grids to use (-1 for automatic)

Type int in [-1, 4], default 0

memory_estimate

Estimated amount of memory needed for baking the domain

Type string, default "", (readonly)

partial_slip_factor

Amount of mixing between no- and free-slip, 0 is no slip and 1 is free slip

Type float in [0, 1], default 0.0

preview_resolution

Preview resolution in X,Y and Z direction

Type int in [1, 100], default 0

render_display_mode

How to display the mesh for rendering

Type enum in ['GEOMETRY', 'PREVIEW', 'FINAL'], default 'GEOMETRY'

resolution

Domain resolution in X,Y and Z direction

Type int in [1, 1024], default 0

simulation_scale

Size of the simulation domain in metres

Type float in [0.001, 10], default 0.0

slip_type

Type enum in ['NOSLIP', 'PARTIALSLIP', 'FREESLIP'], default 'NOSLIP'

start_time

Simulation time of the first blender frame (in seconds)

Type float in [0, 100], default 0.0

surface_smooth

Amount of surface smoothing. A value of 0 is off, 1 is normal smoothing and more than 1 is extra smoothing

Type float in [0, 5], default 0.0

surface_subdivisions

Number of isosurface subdivisions. This is necessary for the inclusion of particles into the surface generation. Warning - can lead to longer computation times!

Type int in [0, 5], default 0

tracer_particles

Number of tracer particles to generate

Type int in [0, 10000], default 0

use_reverse_frames

Reverse fluid frames

Type boolean, default False

use_speed_vectors

Generate speed vectors for vector blur

Type boolean, default False

use_time_override

Use a custom start and end time (in seconds) instead of the scene's timeline

Type boolean, default False

viewport_display_mode

How to display the mesh in the viewport

Type enum in ['GEOMETRY', 'PREVIEW', 'FINAL'], default 'GEOMETRY'

viscosity_base

Viscosity setting: value that is multiplied by 10 to the power of (exponent*-1)

Type float in [0, 10], default 0.0

viscosity_exponent

Negative exponent for the viscosity value (to simplify entering small values e.g. 5*10^-6.)

Type int in [0, 10], default 0

viscosity_preset

Set viscosity of the fluid to a preset value, or use manual input

Type enum in ['MANUAL', 'WATER', 'OIL', 'HONEY'], default 'MANUAL'

Inherited Properties

- `bpy_struct.id_data`
- `FluidSettings.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.159 DopeSheet(bpy_struct)

base class — `bpy_struct`

class `bpy.types.DopeSheet` (*bpy_struct*)

Settings for filtering the channels shown in Animation Editors

filter_group

Group that included Object should be a member of

Type Group

show_armatures

Include visualization of Armature related Animation data

Type boolean, default False

show_cameras

Include visualization of Camera related Animation data

Type boolean, default False

show_curves

Include visualization of Curve related Animation data

Type boolean, default False

show_expanded_summary

Collapse summary when shown, so all other channels get hidden. (DopeSheet Editors Only)

Type boolean, default False

show_hidden

Include channels from objects/bone that aren't visible

Type boolean, default False

show_lamps

Include visualization of Lamp related Animation data

Type boolean, default False

show_materials

Include visualization of Material related Animation data

Type boolean, default False

show_meshes

Include visualization of Mesh related Animation data

Type boolean, default False

show_metaballs

Include visualization of Metaball related Animation data

Type boolean, default False

show_missing_nla

Include Animation Data blocks with no NLA data. (NLA Editor only)

Type boolean, default False

show_nodes

Include visualization of Node related Animation data

Type boolean, default False

show_only_group_objects

Only include channels from Objects in the specified Group

Type boolean, default False

show_only_selected

Only include channels relating to selected objects and data

Type boolean, default False

show_particles

Include visualization of Particle related Animation data

Type boolean, default False

show_scenes

Include visualization of Scene related Animation data

Type boolean, default False

show_shapekeys

Include visualization of ShapeKey related Animation data

Type boolean, default False

show_summary

Display an additional 'summary' line. (DopeSheet Editors only)

Type boolean, default False

show_textures

Include visualization of Texture related Animation data

Type boolean, default False

show_transforms

Include visualization of Object-level Animation data (mostly Transforms)

Type boolean, default False

show_worlds

Include visualization of World related Animation data

Type boolean, default False

source

ID-Block representing source data, currently ID_SCE (for Dopesheet), and ID_SC (for Grease Pencil)

Type ID, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SpaceDopeSheetEditor.dopesheet`
- `SpaceGraphEditor.dopesheet`
- `SpaceNLA.dopesheet`

1.3.160 Driver(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Driver` (*bpy_struct*)

Driver for the value of a setting based on an external value

expression

Expression to use for Scripted Expression

Type string, default ""

is_valid

Driver could not be evaluated in past, so should be skipped

Type boolean, default False

show_debug_info

Show intermediate values for the driver calculations to allow debugging of drivers

Type boolean, default False

type

Driver type

Type enum in ['AVERAGE', 'SUM', 'SCRIPTED', 'MIN', 'MAX'], default 'AVERAGE'

variables

Properties acting as inputs for this driver

Type `ChannelDriverVariables` collection of `DriverVariable`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `FCurve.driver`

1.3.161 DriverTarget(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.DriverTarget` (*bpy_struct*)
Source of input values for driver variables

bone_target

Name of PoseBone to use as target

Type string, default ""

data_path

RNA Path (from ID-block) to property used

Type string, default ""

id

ID-block that the specific property used can be found from (id_type property must be set first)

Type ID

id_type

Type of ID-block that can be used

Type enum in ['ACTION', 'ARMATURE', 'BRUSH', 'CAMERA', 'CURVE', 'FONT', 'GREASEPENCIL', 'GROUP', 'IMAGE', 'KEY', 'LAMP', 'LIBRARY', 'LATTICE', 'MATERIAL', 'META', 'MESH', 'NODETREE', 'OBJECT', 'PARTICLE', 'SCENE', 'SCREEN', 'SOUND', 'TEXT', 'TEXTURE', 'WORLD', 'WINDOWMANAGER'], default 'OBJECT'

transform_type

Driver variable type

Type enum in ['LOC_X', 'LOC_Y', 'LOC_Z', 'ROT_X', 'ROT_Y', 'ROT_Z', 'SCALE_X', 'SCALE_Y', 'SCALE_Z'], default 'LOC_X'

use_local_space_transform

Use transforms in Local Space (as opposed to the worldspace default)

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `DriverVariable.targets`

1.3.162 DriverVariable(bpy_struct)

base class — `bpy_struct`

class `bpy.types.DriverVariable` (*bpy_struct*)
Variable from some source/target for driver relationship

name

Name to use in scripted expressions/functions. (No spaces or dots are allowed. Also, must not start with a symbol or digit)

Type string, default ""

targets

Sources of input data for evaluating this variable

Type Collection of `DriverTarget`, (readonly)

type

Driver variable type

Type enum in ['SINGLE_PROP', 'TRANSFORMS', 'ROTATION_DIFF', 'LOC_DIFF'], default 'SINGLE_PROP'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ChannelDriverVariables.new`
- `ChannelDriverVariables.remove`
- `Driver.variables`

1.3.163 DupliObject(bpy_struct)

base class — `bpy_struct`

class `bpy.types.DupliObject` (*bpy_struct*)

An object duplicate

matrix

Object duplicate transformation matrix

Type float array of 16 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)`

matrix_original

The original matrix of this object before it was duplicated

Type float array of 16 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)`

object

Object being duplicated

Type `Object`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.dupli_list`

1.3.164 EdgeSplitModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.EdgeSplitModifier` (*Modifier*)
Edge splitting modifier to create sharp edges

split_angle

Angle above which to split edges

Type float in [0, 180], default 0.0

use_edge_angle

Split edges with high angle between faces

Type boolean, default False

use_edge_sharp

Split edges that are marked as sharp

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`

- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.165 EditBone(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.EditBone` (*bpy_struct*)
Editmode bone in an Armature datablock

bbone_in

Length of first Bezier Handle (for B-Bones only)

Type float in [0, 2], default 0.0

bbone_out

Length of second Bezier Handle (for B-Bones only)

Type float in [0, 2], default 0.0

bbone_segments

Number of subdivisions of bone (for B-Bones only)

Type int in [1, 32], default 0

envelope_distance

Bone deformation distance (for Envelope deform only)

Type float in [0, 1000], default 0.0

envelope_weight

Bone deformation weight (for Envelope deform only)

Type float in [0, 1000], default 0.0

head

Location of head end of the bone

Type float array of 3 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0)

head_radius

Radius of head of bone (for Envelope deform only)

Type float in $[0, \text{inf}]$, default 0.0

hide

Bone is not visible when in Edit Mode

Type boolean, default False

hide_select

Bone is able to be selected

Type boolean, default False

layers

Layers bone exists in

Type boolean array of 32 items, default (False, False)

lock

Bone is not able to be transformed when in Edit Mode

Type boolean, default False

matrix

Read-only matrix calculated from the roll (armature space)

Type float array of 16 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0), (readonly)

name

Type string, default ""

parent

Parent edit bone (in same Armature)

Type `EditBone`

roll

Bone rotation around head-tail axis

Type float in $[-\text{inf}, \text{inf}]$, default 0.0

select

Type boolean, default False

select_head

Type boolean, default False

select_tail

Type boolean, default False

show_wire

Bone is always drawn as Wireframe regardless of viewport draw mode. Useful for non-obstructive custom bone shapes

Type boolean, default False

tail

Location of tail end of the bone

Type float array of 3 items in $[-inf, inf]$, default (0.0, 0.0, 0.0)

tail_radius

Radius of tail of bone (for Envelope deform only)

Type float in $[0, inf]$, default 0.0

use_connect

When bone has a parent, bone's head is struck to the parent's tail

Type boolean, default False

use_cyclic_offset

When bone doesn't have a parent, it receives cyclic offset effects

Type boolean, default False

use_deform

Bone does not deform any geometry

Type boolean, default False

use_envelope_multiply

When deforming bone, multiply effects of Vertex Group weights with Envelope influence

Type boolean, default False

use_inherit_rotation

Bone inherits rotation or scale from parent bone

Type boolean, default False

use_inherit_scale

Bone inherits scaling from parent bone

Type boolean, default False

use_local_location

Bone location is set in local space

Type boolean, default False

basename

The name of this bone before any '.' character (readonly)

center

The midpoint between the head and the tail. (readonly)

children

A list of all the bones children. (readonly)

children_recursive

a list of all children from this bone. (readonly)

children_recursive_basename

Returns a chain of children with the same base name as this bone Only direct chains are supported, forks caused by multiple children with matching basenames will terminate the function and not be returned.

(readonly)

length

The distance from head to tail, when set the head is moved to fit the length.

parent_recursive

A list of parents, starting with the immediate parent (readonly)

vector

The direction this bone is pointing. Utility function for (tail - head) (readonly)

x_axis

Vector pointing down the x-axis of the bone.

(readonly)

y_axis

Vector pointing down the x-axis of the bone.

(readonly)

z_axis

Vector pointing down the x-axis of the bone.

(readonly)

align_roll (*vector*)

Align the bone to a localspace roll so the Z axis points in the direction of the vector given.

Parameters

- **vector** (*float array of 3 items in [-inf, inf]*) – Vector

align_orientation (*other*)

Align this bone to another by moving its tail and settings its roll the length of the other bone is not used.

parent_index (*parent_test*)

The same as 'bone in other_bone.parent_recursive' but saved generating a list.

ttransform (*matrix*)

Transform the the bones head, tail, roll and envelope (when the matrix has a scale component). Expects a 4x4 or 3x3 matrix.

translate (*vec*)

Utility function to add *vec* to the head and tail of this bone.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Armature.edit_bones`
- `ArmatureEditBones.active`
- `ArmatureEditBones.new`
- `ArmatureEditBones.remove`
- `EditBone.parent`

1.3.166 EditObjectActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.EditObjectActuator` (*Actuator*)

Actuator used to edit objects

angular_velocity

Angular velocity upon creation

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

dynamic_operation

Type enum in `['RESTOREDYN', 'SUSPENDDYN', 'ENABLERIGIDBODY', 'DISABLE-RIGIDBODY', 'SETMASS']`, default `'RESTOREDYN'`

linear_velocity

Velocity upon creation

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

mass

The mass of the object

Type float in `[-inf, inf]`, default `0.0`

mesh

Replace the existing, when left blank 'Phys' will remake the existing physics mesh

Type `Mesh`

mode

The mode of the actuator

Type enum in `['ADDOBJECT', 'ENDOBJECT', 'REPLACEMESH', 'TRACKTO', 'DYNAMICS']`, default `'ADDOBJECT'`

object

Add this Object and all its children (cant be on an visible layer)

Type `Object`

- time**
Duration the new Object lives or the track takes
Type int in [-inf, inf], default 0
- track_object**
Track to this Object
Type Object
- use_3d_tracking**
Enable 3D tracking
Type boolean, default False
- use_local_angular_velocity**
Apply the rotation locally
Type boolean, default False
- use_local_linear_velocity**
Apply the transformation locally
Type boolean, default False
- use_replace_display_mesh**
Replace the display mesh
Type boolean, default False
- use_replace_physics_mesh**
Replace the physics mesh (triangle bounds only - compound shapes not supported)
Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.167 EffectSequence(Sequence)

base classes — `bpy_struct`, `Sequence`

subclasses — `GlowSequence`, `PluginSequence`, `ColorSequence`, `TransformSequence`, `WipeSequence`, `SpeedControlSequence`

class `bpy.types.EffectSequence` (*Sequence*)

Sequence strip applying an effect on the images created by other strips

color_balance

Type `SequenceColorBalance`, (readonly)

color_multiply

Type float in [0, 20], default 0.0

color_saturation

Type float in [0, 20], default 0.0

crop

Type `SequenceCrop`, (readonly)

proxy

Type `SequenceProxy`, (readonly)

strobe

Only display every nth frame

Type float in [1, 30], default 0.0

transform

Type `SequenceTransform`, (readonly)

use_color_balance

(3-Way color correction) on input

Type boolean, default False

use_crop

Crop image before processing

Type boolean, default False

use_deinterlace

For video movies to remove fields

Type boolean, default False

use_flip_x

Flip on the X axis

Type boolean, default False

- use_flip_y**
Flip on the Y axis
Type boolean, default False
- use_float**
Convert input to float data
Type boolean, default False
- use_premultiply**
Convert RGB from key alpha to premultiplied alpha
Type boolean, default False
- use_proxy**
Use a preview proxy for this strip
Type boolean, default False
- use_proxy_custom_directory**
Use a custom directory to store data
Type boolean, default False
- use_proxy_custom_file**
Use a custom file to read proxy data from
Type boolean, default False
- use_reverse_frames**
Reverse frame order
Type boolean, default False
- use_translation**
Translate image before processing
Type boolean, default False

Inherited Properties

- bpy_struct.id_data
- Sequence.name
- Sequence.blend_type
- Sequence.blend_alpha
- Sequence.channel
- Sequence.effect_fader
- Sequence.frame_final_end
- Sequence.frame_offset_end
- Sequence.frame_still_end
- Sequence.input_1
- Sequence.input_2
- Sequence.input_3
- Sequence.select_left_handle
- Sequence.frame_final_duration
- Sequence.frame_duration
- Sequence.lock
- Sequence.mute
- Sequence.select_right_handle

- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`
- `Sequence.use_default_fade`
- `Sequence.input_count`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.168 EffectorWeights(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.EffectorWeights` (*bpy_struct*)

Effector weights for physics simulation

all

All effector's weight

Type float in [-200, 200], default 0.0

apply_to_hair_growing

Use force fields when growing hair

Type boolean, default False

boid

Boid effector weight

Type float in [-200, 200], default 0.0

charge

Charge effector weight

Type float in [-200, 200], default 0.0

curve_guide

Curve guide effector weight

Type float in [-200, 200], default 0.0

drag

Drag effector weight

Type float in [-200, 200], default 0.0

force

Force effector weight

Type float in [-200, 200], default 0.0

gravity

Global gravity weight

Type float in [-200, 200], default 0.0

group

Limit effectors to this Group

Type `Group`

harmonic

Harmonic effector weight

Type float in [-200, 200], default 0.0

lennardjones

Lennard-Jones effector weight

Type float in [-200, 200], default 0.0

magnetic

Magnetic effector weight

Type float in [-200, 200], default 0.0

texture

Texture effector weight

Type float in [-200, 200], default 0.0

turbulence

Turbulence effector weight

Type float in [-200, 200], default 0.0

vortex

Vortex effector weight

Type float in [-200, 200], default 0.0

wind

Wind effector weight

Type float in [-200, 200], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ClothSettings.effector_weights`
- `ParticleSettings.effector_weights`
- `SmokeDomainSettings.effector_weights`
- `SoftBodySettings.effector_weights`

1.3.169 EnumProperty(Property)

base classes — `bpy_struct`, `Property`

class `bpy.types.EnumProperty` (*Property*)

RNA enumeration property definition, to choose from a number of predefined options

default

Default value for this enum

Type `enum` in ['DUMMY'], default 'DUMMY', (readonly)

items

Possible values for the property

Type `Collection of EnumPropertyItem`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Property.name`
- `Property.srna`
- `Property.description`
- `Property.identifier`
- `Property.is_never_none`
- `Property.is_readonly`
- `Property.is_runtime`

- `Property.is_registered`
- `Property.is_registered_optional`
- `Property.is_required`
- `Property.is_output`
- `Property.subtype`
- `Property.type`
- `Property.unit`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.170 EnumPropertyItem(bpy_struct)

base class — `bpy_struct`

class `bpy.types.EnumPropertyItem` (*bpy_struct*)

Definition of a choice in an RNA enum property

description

Description of the item's purpose

Type string, default "", (readonly)

identifier

Unique name used in the code and scripting

Type string, default "", (readonly)

name

Human readable name

Type string, default "", (readonly)

value

Value of the item

Type int in [0, inf], default 0, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `EnumProperty.items`

1.3.171 EnvironmentMap(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.EnvironmentMap` (*bpy_struct*)

Environment map created by the renderer and cached for subsequent renders

clip_end

Objects further than this are not visible to map

Type float in [0.01, inf], default 0.0

clip_start

Objects nearer than this are not visible to map

Type float in [0.01, inf], default 0.0

depth

Number of times a map will be rendered recursively (mirror effects.)

Type int in [0, 5], default 0

layers_ignore

Hide objects on these layers when generating the Environment Map

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)

mapping**Type** enum in ['CUBE', 'PLANE'], default 'CUBE'**resolution**

Pixel resolution of the rendered environment map

Type int in [50, 4096], default 0**source****Type** enum in ['STATIC', 'ANIMATED', 'IMAGE_FILE'], default 'STATIC'**viewpoint_object**

Object to use as the environment map's viewpoint location

Type *Object***zoom****Type** float in [0.1, 5], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `EnvironmentMapTexture.environment_map`

1.3.172 EnvironmentMapTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.EnvironmentMapTexture` (*Texture*)
Environment map texture

environment_map

Gets the environment map associated with this texture

Type `EnvironmentMap`, (readonly)

filter_eccentricity

Maximum eccentricity. Higher gives less blur at distant/oblique angles, but is also slower

Type int in [1, 256], default 0

filter_probes

Maximum number of samples. Higher gives less blur at distant/oblique angles, but is also slower

Type int in [1, 256], default 0

filter_size

Multiplies the filter size used by MIP Map and Interpolation

Type float in [0.1, 50], default 0.0

filter_type

Texture filter to use for sampling image

Type enum in ['BOX', 'EWA', 'FELINE', 'AREA'], default 'BOX'

image

Source image file to read the environment map from

Type `Image`

image_user

Parameters defining which layer, pass and frame of the image is displayed

Type `ImageUser`, (readonly)

use_filter_size_min

Use Filter Size as a minimal filter value in pixels

Type boolean, default False

use_mipmap

Uses auto-generated MIP maps for the image

Type boolean, default False

use_mipmap_gauss

Uses Gauss filter to sample down MIP maps

Type boolean, default False

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`

- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.173 Event(bpy_struct)

base class — `bpy_struct`

class `bpy.types.Event` (*bpy_struct*)
Window Manager Event

alt

True when the Alt/Option key is held

Type boolean, default False, (readonly)

ascii

Single ASCII character for this event

Type string, default "", (readonly)

ctrl

True when the Ctrl key is held

Type boolean, default False, (readonly)

mouse_prev_x

The window relative vertical location of the mouse

Type int in [-inf, inf], default 0, (readonly)

mouse_prev_y

The window relative horizontal location of the mouse

Type int in [-inf, inf], default 0, (readonly)

mouse_region_x

The region relative vertical location of the mouse

Type int in [-inf, inf], default 0, (readonly)

mouse_region_y

The region relative horizontal location of the mouse

Type int in [-inf, inf], default 0, (readonly)

mouse_x

The window relative vertical location of the mouse

Type int in [-inf, inf], default 0, (readonly)

mouse_y

The window relative horizontal location of the mouse

Type int in [-inf, inf], default 0, (readonly)

oskey

True when the Cmd key is held

Type boolean, default False, (readonly)

shift

True when the Shift key is held

Type boolean, default False, (readonly)

type

Type enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE', 'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_ALT', 'LEFT_SHIFT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE', 'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL',

'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2'], default 'NONE', (readonly)

value

The type of event, only applies to some

Type enum in ['ANY', 'NOTHING', 'PRESS', 'RELEASE', 'CLICK', 'DOUBLE_CLICK'], default 'NOTHING', (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Operator.invoke`
- `Operator.modal`
- `WindowManager.invoke_confirm`
- `WindowManager.invoke_props_popup`

1.3.174 ExplodeModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.ExplodeModifier` (*Modifier*)
Explosion effect modifier based on a particle system

protect
Clean vertex group edges
Type float in [0, 1], default 0.0

show_alive
Show mesh when particles are alive
Type boolean, default False

show_dead
Show mesh when particles are dead
Type boolean, default False

show_unborn
Show mesh when particles are unborn
Type boolean, default False

use_edge_split
Split face edges for nicer shrapnel
Type boolean, default False

use_size
Use particle size for the shrapnel
Type boolean, default False

vertex_group
Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.175 ExpressionController(Controller)

base classes — `bpy_struct`, `Controller`

class `bpy.types.ExpressionController` (*Controller*)

Controller passing on events based on the evaluation of an expression

expression

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Controller.name`
- `Controller.states`
- `Controller.show_expanded`
- `Controller.use_priority`
- `Controller.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Controller.link`
- `Controller.unlink`

1.3.176 FCurve(bpy_struct)

base class — `bpy_struct`

class `bpy.types.FCurve` (*bpy_struct*)
F-Curve defining values of a period of time

array_index
Index to the specific property affected by F-Curve if applicable
Type `int` in `[-inf, inf]`, default `0`

color
Color of the F-Curve in the Graph Editor
Type `float` array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

color_mode
Method used to determine color of F-Curve in Graph Editor
Type `enum` in `['AUTO_RAINBOW', 'AUTO_RGB', 'CUSTOM']`, default `'AUTO_RAINBOW'`

data_path
RNA Path to property affected by F-Curve
Type `string`, default `""`

driver
Channel Driver (only set for Driver F-Curves)
Type `Driver`, (readonly)

extrapolation
Type `enum` in `['CONSTANT', 'LINEAR']`, default `'CONSTANT'`

group
Action Group that this F-Curve belongs to
Type `ActionGroup`

hide
F-Curve and its keyframes are hidden in the Graph Editor graphs
Type `boolean`, default `False`

is_valid
False when F-Curve could not be evaluated in past, so should be skipped when evaluating
Type `boolean`, default `False`

keyframe_points
User-editable keyframes
Type `FCurveKeyframePoints` collection of `Keyframe`, (readonly)

lock
F-Curve's settings cannot be edited
Type `boolean`, default `False`

modifiers
Modifiers affecting the shape of the F-Curve
Type `FCurveModifiers` collection of `FModifier`, (readonly)

mute
F-Curve is not evaluated
Type `boolean`, default `False`

sampled_points

Sampled animation data

Type Collection of `FCurveSample`, (readonly)

select

F-Curve is selected for editing

Type boolean, default `False`

use_auto_handle_clamp

All auto-handles for F-Curve are clamped

Type boolean, default `False`

evaluate (*frame*)

Evaluate fcurve.

Parameters

- **frame** (*float in [-inf, inf]*) – Frame, Evaluate fcurve at given frame

Returns Position, FCurve position

Return type float in [-inf, inf]

range ()

Get the time extents for F-Curve.

Returns Range, Min/Max values

Return type float array of 2 items in [-inf, inf]

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Action.fcurves`
- `ActionFCurves.new`
- `ActionFCurves.remove`
- `ActionGroup.channels`
- `AnimData.drivers`
- `NlaStrip.fcurves`

1.3.177 FCurveActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.FCurveActuator` (*Actuator*)

Actuator to animate the object

apply_to_children

Update F-Curve on all children Objects as well

Type boolean, default False

frame_end

Type int in [-inf, inf], default 0

frame_property

Assign the action's current frame number to this property

Type string, default ""

frame_start

Type int in [-inf, inf], default 0

play_type

Specify the way you want to play the animation

Type enum in ['PLAY', 'PINGPONG', 'FLIPPER', 'STOP', 'END', 'PROP'], default 'PLAY'

property

Use this property to define the F-Curve position

Type string, default ""

use_additive

F-Curve is added to the current loc/rot/scale in global or local coordinate according to Local flag

Type boolean, default False

use_force

Apply F-Curve as a global or local force depending on the local option (dynamic objects only)

Type boolean, default False

use_local

Let the F-Curve act in local coordinates, used in Force and Add mode

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.178 FCurveKeyframePoints(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.FCurveKeyframePoints` (*bpy_struct*)

Collection of keyframe points

add (*frame, value, replace=False, needed=False, fast=False*)

Add a keyframe point to a F-Curve.

Parameters

- **frame** (*float in [-inf, inf]*) – X Value of this keyframe point
- **value** (*float in [-inf, inf]*) – Y Value of this keyframe point
- **replace** (*boolean, (optional)*) – Replace, Don't add any new keyframes, but just replace existing ones
- **needed** (*boolean, (optional)*) – Needed, Only adds keyframes that are needed
- **fast** (*boolean, (optional)*) – Fast, Fast keyframe insertion to avoid recalculating the curve each time

Returns Newly created keyframe

Return type `Keyframe`

remove (*keyframe*, *fast=False*)
Remove keyframe from an fcurve.

Parameters

- **keyframe** (*Keyframe*, (never None)) – Keyframe to remove.
- **fast** (*boolean*, (*optional*)) – Fast, Fast keyframe removal to avoid recalculating the curve each time

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `FCurve.keyframe_points`

1.3.179 FCurveModifiers(*bpy_struct*)

base class — `bpy_struct`

class `bpy.types.FCurveModifiers` (*bpy_struct*)
Collection of F-Curve Modifiers

active
Active F-Curve Modifier

Type `FModifier`

new (*type*)
Add a constraint to this object

Parameters

- **type** (*enum in* [`'NULL'`, `'GENERATOR'`, `'FNGENERATOR'`, `'ENVELOPE'`, `'CYCLES'`, `'NOISE'`, `'FILTER'`, `'LIMITS'`, `'STEPPED'`]) – Constraint type to add.

Returns New fmodifier.

Return type `FModifier`

remove (*modifier*)

Remove a modifier from this fcurve.

Parameters

- **modifier** (`FModifier`, (never `None`)) – Removed modifier.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `FCurve.modifiers`

1.3.180 `FCurveSample(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.FCurveSample` (*bpy_struct*)

Sample point for F-Curve

co

Point coordinates

Type float array of 2 items in `[-inf, inf]`, default `(0.0, 0.0)`

select

Selection status

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `FCurve.sampled_points`

1.3.181 FModifier(`bpy_struct`)

base class — `bpy_struct`

subclasses — `FModifierCycles`, `FModifierPython`, `FModifierFunctionGenerator`, `FModifierLimits`, `FModifierEnvelope`, `FModifierNoise`, `FModifierStepped`, `FModifierGenerator`

class `bpy.types.FModifier` (*`bpy_struct`*)

Modifier for values of F-Curve

active

F-Curve Modifier is the one being edited

Type boolean, default False

is_valid

F-Curve Modifier has invalid settings and will not be evaluated

Type boolean, default False, (readonly)

mute

F-Curve Modifier will not be evaluated

Type boolean, default False

show_expanded

F-Curve Modifier's panel is expanded in UI

Type boolean, default False

type

F-Curve Modifier Type

Type enum in ['NULL', 'GENERATOR', 'FNGENERATOR', 'ENVELOPE', 'CYCLES', 'NOISE', 'FILTER', 'LIMITS', 'STEPPED'], default 'NULL', (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `FCurve.modifiers`
- `FCurveModifiers.active`
- `FCurveModifiers.new`
- `FCurveModifiers.remove`
- `NlaStrip.modifiers`

1.3.182 FModifierCycles(FModifier)

base classes — `bpy_struct`, `FModifier`

class `bpy.types.FModifierCycles` (*FModifier*)

Repeats the values of the modified F-Curve

cycles_after

Maximum number of cycles to allow after last keyframe. (0 = infinite)

Type float in [-inf, inf], default 0.0

cycles_before

Maximum number of cycles to allow before first keyframe. (0 = infinite)

Type float in [-inf, inf], default 0.0

mode_after

Cycling mode to use after last keyframe

Type enum in ['NONE', 'REPEAT', 'REPEAT_OFFSET', 'MIRROR'], default 'NONE'

mode_before

Cycling mode to use before first keyframe

Type enum in ['NONE', 'REPEAT', 'REPEAT_OFFSET', 'MIRROR'], default 'NONE'

Inherited Properties

- `bpy_struct.id_data`
- `FModifier.active`
- `FModifier.is_valid`
- `FModifier.show_expanded`
- `FModifier.mute`
- `FModifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.183 FModifierEnvelope(FModifier)

base classes — `bpy_struct`, `FModifier`

class `bpy.types.FModifierEnvelope` (*FModifier*)

Scales the values of the modified F-Curve

control_points

Control points defining the shape of the envelope

Type Collection of `FModifierEnvelopeControlPoint`, (readonly)

default_max

Upper distance from Reference Value for 1:1 default influence

Type float in `[-inf, inf]`, default 0.0

default_min

Lower distance from Reference Value for 1:1 default influence

Type float in `[-inf, inf]`, default 0.0

reference_value

Value that envelope's influence is centered around / based on

Type float in `[-inf, inf]`, default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `FModifier.active`
- `FModifier.is_valid`
- `FModifier.show_expanded`
- `FModifier.mute`
- `FModifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.184 FModifierEnvelopeControlPoint(bpy_struct)

base class — `bpy_struct`

class `bpy.types.FModifierEnvelopeControlPoint` (*bpy_struct*)
Control point for envelope F-Modifier

frame

Frame this control-point occurs on

Type float in [-inf, inf], default 0.0

max

Upper bound of envelope at this control-point

Type float in [-inf, inf], default 0.0

min

Lower bound of envelope at this control-point

Type float in [-inf, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `FModifierEnvelope.control_points`

1.3.185 FModifierFunctionGenerator(FModifier)

base classes — `bpy_struct`, `FModifier`

class `bpy.types.FModifierFunctionGenerator` (*FModifier*)
Generates values using a Built-In Function

amplitude

Scale factor determining the maximum/minimum values

Type float in [-inf, inf], default 0.0

function_type

Type of built-in function to use

Type enum in ['SIN', 'COS', 'TAN', 'SQRT', 'LN', 'SINC'], default 'SIN'

phase_multiplier

Scale factor determining the 'speed' of the function

Type float in [-inf, inf], default 0.0

phase_offset

Constant factor to offset time by for function

Type float in [-inf, inf], default 0.0

use_additive

Values generated by this modifier are applied on top of the existing values instead of overwriting them

Type boolean, default False

value_offset

Constant factor to offset values by

Type float in [-inf, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `FModifier.active`
- `FModifier.is_valid`
- `FModifier.show_expanded`
- `FModifier.mute`
- `FModifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.186 FModifierGenerator(FModifier)

base classes — `bpy_struct`, `FModifier`

class `bpy.types.FModifierGenerator` (*FModifier*)

Deterministically generates values for the modified F-Curve

coefficients

Coefficients for 'x' (starting from lowest power of x^0)

Type float array of 32 items in $[-inf, inf]$, default (0.0, 0.0)

mode

Type of generator to use

Type enum in ['POLYNOMIAL', 'POLYNOMIAL_FACTORISED'], default 'POLYNOMIAL'

poly_order

The highest power of 'x' for this polynomial. (number of coefficients - 1)

Type int in $[-inf, inf]$, default 0

use_additive

Values generated by this modifier are applied on top of the existing values instead of overwriting them

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `FModifier.active`
- `FModifier.is_valid`
- `FModifier.show_expanded`
- `FModifier.mute`
- `FModifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

1.3.187 FModifierLimits(FModifier)

base classes — `bpy_struct`, `FModifier`

class `bpy.types.FModifierLimits` (*FModifier*)
Limits the time/value ranges of the modified F-Curve

max_x
Highest X value to allow
Type float in [-inf, inf], default 0.0

max_y
Highest Y value to allow
Type float in [-inf, inf], default 0.0

min_x
Lowest X value to allow
Type float in [-inf, inf], default 0.0

min_y
Lowest Y value to allow
Type float in [-inf, inf], default 0.0

use_max_x
Use the maximum X value
Type boolean, default False

use_max_y
Use the maximum Y value
Type boolean, default False

use_min_x
Use the minimum X value
Type boolean, default False

use_min_y
Use the minimum Y value
Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `FModifier.active`
- `FModifier.is_valid`
- `FModifier.show_expanded`
- `FModifier.mute`
- `FModifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.188 FModifierNoise(FModifier)

base classes — `bpy_struct`, `FModifier`

class `bpy.types.FModifierNoise` (*FModifier*)

 Gives randomness to the modified F-Curve

blend_type

 Method of modifying the existing F-Curve

Type enum in ['REPLACE', 'ADD', 'SUBTRACT', 'MULTIPLY'], default 'REPLACE'

depth

 Amount of fine level detail present in the noise

Type int in [0, 32767], default 0

phase

 A random seed for the noise effect

Type float in [-inf, inf], default 0.0

scale

 Scaling (in time) of the noise

Type float in [-inf, inf], default 0.0

strength

 Amplitude of the noise - the amount that it modifies the underlying curve

Type float in [-inf, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `FModifier.active`
- `FModifier.is_valid`
- `FModifier.show_expanded`

- `FModifier.mute`
- `FModifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.189 FModifierPython(FModifier)

base classes — `bpy_struct`, `FModifier`

class `bpy.types.FModifierPython` (*FModifier*)
 Performs user-defined operation on the modified F-Curve

Inherited Properties

- `bpy_struct.id_data`
- `FModifier.active`
- `FModifier.is_valid`
- `FModifier.show_expanded`
- `FModifier.mute`
- `FModifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.190 FModifierStepped(FModifier)

base classes — `bpy_struct`, `FModifier`

class `bpy.types.FModifierStepped` (*FModifier*)

Holds each interpolated value from the F-Curve for several frames without changing the timing

frame_end

Frame that modifier's influence ends (if applicable)

Type float in [-inf, inf], default 0.0

frame_offset

Reference number of frames before frames get held. Use to get hold for '1-3' vs '5-7' holding patterns

Type float in [-inf, inf], default 0.0

frame_start

Frame that modifier's influence starts (if applicable)

Type float in [-inf, inf], default 0.0

frame_step

Number of frames to hold each value

Type float in [-inf, inf], default 0.0

use_frame_end

Restrict modifier to only act before its 'end' frame

Type boolean, default False

use_frame_start

Restrict modifier to only act after its 'start' frame

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `FModifier.active`
- `FModifier.is_valid`
- `FModifier.show_expanded`
- `FModifier.mute`
- `FModifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`

- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.191 FieldSettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.FieldSettings` (*bpy_struct*)
Field settings for an object in physics simulation

apply_to_location

Effect particles' location

Type boolean, default False

apply_to_rotation

Effect particles' dynamic rotation

Type boolean, default False

distance_max

Maximum distance for the field to work

Type float in [0, 1000], default 0.0

distance_min

Minimum distance for the field's fall-off

Type float in [0, 1000], default 0.0

falloff_power

Falloff power (real gravitational falloff = 2)

Type float in [0, 10], default 0.0

falloff_type

Fall-off shape

Type enum in ['SPHERE', 'TUBE', 'CONE'], default 'SPHERE'

flow

Convert effector force into air flow velocity

Type float in [0, 10], default 0.0

guide_clump_amount

Amount of clumping

Type float in [-1, 1], default 0.0

guide_clump_shape

Shape of clumping

Type float in [-0.999, 0.999], default 0.0

guide_free

Guide-free time from particle life's end

Type float in [0, 0.99], default 0.0

guide_kink_amplitude

The amplitude of the offset

Type float in [0, 10], default 0.0

guide_kink_axis

Which axis to use for offset

Type enum in ['X', 'Y', 'Z'], default 'X'

guide_kink_frequency

The frequency of the offset (1/total length)

Type float in [0, 10], default 0.0

guide_kink_shape

Adjust the offset to the beginning/end

Type float in [-0.999, 0.999], default 0.0

guide_kink_type

Type of periodic offset on the curve

Type enum in ['NONE', 'CURL', 'RADIAL', 'WAVE', 'BRAID', 'ROTATION', 'ROLL'], default 'NONE'

guide_minimum

The distance from which particles are affected fully

Type float in [0, 1000], default 0.0

harmonic_damping

Damping of the harmonic force

Type float in [0, 10], default 0.0

inflow

Inwards component of the vortex force

Type float in [-10, 10], default 0.0

linear_drag

Drag component proportional to velocity

Type float in [-2, 2], default 0.0

noise

Noise of the force

Type float in [0, 10], default 0.0

quadratic_drag

Drag component proportional to the square of velocity

Type float in [-2, 2], default 0.0

radial_falloff

Radial falloff power (real gravitational falloff = 2)

Type float in [0, 10], default 0.0

radial_max

Maximum radial distance for the field to work

Type float in [0, 1000], default 0.0

radial_min

Minimum radial distance for the field's fall-off

Type float in [0, 1000], default 0.0

rest_length

Rest length of the harmonic force

Type float in [0, 1000], default 0.0

seed

Seed of the noise

Type int in [1, 128], default 0

shape

Which direction is used to calculate the effector force

Type enum in ['POINT', 'PLANE', 'SURFACE', 'POINTS'], default 'POINT'

size

Size of the noise

Type float in [0, 10], default 0.0

strength

Strength of force field

Type float in [-1000, 1000], default 0.0

texture

Texture to use as force

Type [Texture](#)

texture_mode

How the texture effect is calculated (RGB & Curl need a RGB texture else Gradient will be used instead)

Type enum in ['RGB', 'GRADIENT', 'CURL'], default 'RGB'

texture_nabla

Defines size of derivative offset used for calculating gradient and curl

Type float in [0.0001, 1], default 0.0

type

Type of field

Type enum in ['NONE', 'FORCE', 'WIND', 'VORTEX', 'MAGNET', 'HARMONIC', 'CHARGE', 'LENNARDJ', 'TEXTURE', 'GUIDE', 'BOID', 'TURBULENCE', 'DRAG'], default 'NONE'

use_2d_force

Apply force only in 2d

Type boolean, default False

use_absorption

Force gets absorbed by collision objects

Type boolean, default False

use_global_coords

Use effector/global coordinates for turbulence

Type boolean, default False

use_guide_path_add

Based on distance/falloff it adds a portion of the entire path

Type boolean, default False

use_guide_path_weight

Use curve weights to influence the particle influence along the curve

Type boolean, default False

use_max_distance

Use a maximum distance for the field to work

Type boolean, default False

use_min_distance

Use a minimum distance for the field's fall-off

Type boolean, default False

use_multiple_springs

Every point is effected by multiple springs

Type boolean, default False

use_object_coords

Use object/global coordinates for texture

Type boolean, default False

use_radial_max

Use a maximum radial distance for the field to work

Type boolean, default False

use_radial_min

Use a minimum radial distance for the field's fall-off

Type boolean, default False

use_root_coords

Texture coordinates from root particle locations

Type boolean, default False

z_direction

Effect in full or only positive/negative Z direction

Type enum in ['BOTH', 'POSITIVE', 'NEGATIVE'], default 'BOTH'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.field`
- `ParticleSettings.force_field_1`
- `ParticleSettings.force_field_2`

1.3.192 FileSelectParams(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.FileSelectParams` (*bpy_struct*)

File Select Parameters

directory

Directory displayed in the file browser

Type string, default ""

display_type

Display mode for the file list

Type enum in ['FILE_SHORTDISPLAY', 'FILE_LONGDISPLAY', 'FILE_IMGDISPLAY'], default 'FILE_SHORTDISPLAY'

filename

Active file in the file browser

Type string, default ""

filter_glob

Type string, default ""

show_hidden

Show hidden dot files

Type boolean, default False

sort_method

Type enum in ['FILE_SORT_ALPHA', 'FILE_SORT_EXTENSION', 'FILE_SORT_TIME', 'FILE_SORT_SIZE'], default 'FILE_SORT_ALPHA'

title

Title for the file browser

Type string, default "", (readonly)

use_filter

Enable filtering of files

Type boolean, default False

use_filter_blender

Show .blend files

Type boolean, default False

use_filter_folder

Show folders

Type boolean, default False

use_filter_font

Show font files

Type boolean, default False

use_filter_image

Show image files

Type boolean, default False

use_filter_movie

Show movie files

Type boolean, default False

use_filter_script

Show script files

Type boolean, default False

use_filter_sound

Show sound files

Type boolean, default False

use_filter_text

Show text files

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SpaceFileBrowser.params`

1.3.193 Filter2DActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.Filter2DActuator` (*Actuator*)

Actuator to ..

filter_pass

Set filter order

Type int in [0, 99], default 0

glsl_shader

Type Text

mode

Type enum in ['ENABLE', 'DISABLE', 'REMOVE', 'MOTIONBLUR', 'BLUR', 'SHARPEN', 'DILATION', 'EROSION', 'LAPLACIAN', 'SOBEL', 'PREWITT', 'GRAYSCALE', 'SEPIA', 'INVERT', 'CUSTOMFILTER'], default 'REMOVE'

motion_blur_factor

Set motion blur factor

Type float in [0, 1], default 0.0

use_motion_blur

Enable/Disable Motion Blur

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`

- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.194 FloatProperty(Property)

base classes — `bpy_struct`, `Property`

class `bpy.types.FloatProperty` (*Property*)

RNA floating pointer number property definition

array_length

Maximum length of the array, 0 means unlimited

Type `int` in `[0, inf]`, default 0, (readonly)

default

Default value for this number

Type `float` in `[-inf, inf]`, default 0.0, (readonly)

default_array

Default value for this array

Type `float` array of 3 items in `[-inf, inf]`, default (0.0, 0.0, 0.0), (readonly)

hard_max

Maximum value used by buttons

Type `float` in `[-inf, inf]`, default 0.0, (readonly)

hard_min

Minimum value used by buttons

Type `float` in `[-inf, inf]`, default 0.0, (readonly)

precision

Number of digits after the dot used by buttons

Type int in [0, inf], default 0, (readonly)

soft_max

Maximum value used by buttons

Type float in [-inf, inf], default 0.0, (readonly)

soft_min

Minimum value used by buttons

Type float in [-inf, inf], default 0.0, (readonly)

step

Step size used by number buttons, for floats 1/100th of the step size

Type float in [0, inf], default 0.0, (readonly)

Inherited Properties

- bpy_struct.id_data
- Property.name
- Property.srna
- Property.description
- Property.identifier
- Property.is_never_none
- Property.is_readonly
- Property.is_runtime
- Property.is_registered
- Property.is_registered_optional
- Property.is_required
- Property.is_output
- Property.subtype
- Property.type
- Property.unit

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast
- bpy_struct.values

1.3.195 FloorConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.FloorConstraint` (*Constraint*)

Uses the target object for location limitation

floor_location

Location of target that object will not pass through

Type enum in ['FLOOR_X', 'FLOOR_Y', 'FLOOR_Z', 'FLOOR_NEGATIVE_X', 'FLOOR_NEGATIVE_Y', 'FLOOR_NEGATIVE_Z'], default 'FLOOR_X'

offset

Offset of floor from object origin

Type float in [0, 100], default 0.0

subtarget

Type string, default ""

target

Target Object

Type `Object`

use_rotation

Use the target's rotation to determine floor

Type boolean, default False

use_sticky

Immobilize object while constrained

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.196 FluidFluidSettings(FluidSettings)

base classes — `bpy_struct`, `FluidSettings`

class `bpy.types.FluidFluidSettings` (*FluidSettings*)

Fluid simulation settings for the fluid in the simulation

initial_velocity

Initial velocity of fluid

Type float array of 3 items in [-1000.1, 1000.1], default (0.0, 0.0, 0.0)

use

Object contributes to the fluid simulation

Type boolean, default False

use_animated_mesh

Export this mesh as an animated one. Slower, only use if really necessary (e.g. armatures or parented objects), animated pos/rot/scale IPOs do not require it

Type boolean, default False

volume_initialization

Volume initialization type

Type enum in ['VOLUME', 'SHELL', 'BOTH'], default 'VOLUME'

Inherited Properties

- `bpy_struct.id_data`
- `FluidSettings.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.197 FluidSettings(bpy_struct)

base class — `bpy_struct`

subclasses — `FluidFluidSettings`, `DomainFluidSettings`, `ControlFluidSettings`,
`InflowFluidSettings`, `ObstacleFluidSettings`, `ParticleFluidSettings`,
`OutflowFluidSettings`

class `bpy.types.FluidSettings` (*bpy_struct*)

Fluid simulation settings for an object taking part in the simulation

type

Type of participation in the fluid simulation

Type enum in ['NONE', 'DOMAIN', 'FLUID', 'OBSTACLE', 'INFLOW', 'OUTFLOW',
'PARTICLE', 'CONTROL'], default 'NONE'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `FluidSimulationModifier.settings`

1.3.198 FluidSimulationModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.FluidSimulationModifier` (*Modifier*)
Fluid simulation modifier

settings

Settings for how this object is used in the fluid simulation

Type `FluidSettings`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.199 FollowPathConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.FollowPathConstraint` (*Constraint*)
Locks motion to the target path

forward_axis

Axis that points forward along the path

Type enum in ['FORWARD_X', 'FORWARD_Y', 'FORWARD_Z', 'TRACK_NEGATIVE_X', 'TRACK_NEGATIVE_Y', 'TRACK_NEGATIVE_Z'], default 'FORWARD_X'

offset

Offset from the position corresponding to the time frame

Type int in [-300000, 300000], default 0

offset_factor

Percentage value defining target position along length of bone

Type float in [0, 1], default 0.0

target

Target Object

Type Object

up_axis

Axis that points upward

Type enum in ['UP_X', 'UP_Y', 'UP_Z'], default 'UP_X'

use_curve_follow

Object will follow the heading and banking of the curve

Type boolean, default False

use_curve_radius

Objects scale by the curve radius

Type boolean, default False

use_fixed_location

Object will stay locked to a single point somewhere along the length of the curve regardless of time

Type boolean, default False

Inherited Properties

- bpy_struct.id_data
- Constraint.name
- Constraint.active
- Constraint.mute
- Constraint.is_valid
- Constraint.show_expanded
- Constraint.influence
- Constraint.error_location
- Constraint.owner_space
- Constraint.is_proxy_local
- Constraint.error_rotation
- Constraint.target_space
- Constraint.type

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.200 Function(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Function` (*bpy_struct*)

RNA function definition

description

Description of the Function's purpose

Type string, default "", (readonly)

identifier

Unique name used in the code and scripting

Type string, default "", (readonly)

is_registered

Function is registered as callback as part of type registration

Type boolean, default False, (readonly)

is_registered_optional

Function is optionally registered as callback part of type registration

Type boolean, default False, (readonly)

parameters

Parameters for the function

Type Collection of `Property`, (readonly)

use_self

Function does not pass its self as an argument (becomes a class method in python)

Type boolean, default False, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Struct.functions`

1.3.201 GPencilFrame(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.GPencilFrame` (*bpy_struct*)
Collection of related sketches on a particular frame

frame_number

The frame on which this sketch appears

Type int in [0, 300000], default 0

is_edited

Frame is being edited (painted on)

Type boolean, default False

select

Frame is selected for editing in the DopeSheet

Type boolean, default False

strokes

Freehand curves defining the sketch on this frame

Type Collection of `GPencilStroke`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `GPencilLayer.active_frame`
- `GPencilLayer.frames`

1.3.202 GPencilLayer(bpy_struct)

base class — `bpy_struct`

class `bpy.types.GPencilLayer` (*bpy_struct*)
Collection of related sketches

active

Set active layer for editing

Type boolean, default False

active_frame

Frame currently being displayed for this layer

Type `GPencilFrame`, (readonly)

alpha

Layer Opacity

Type float in [0.3, 1], default 0.0

color

Color for all strokes in this layer

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

frames

Sketches for this layer on different frames

Type Collection of `GPencilFrame`, (readonly)

ghost_range_max

Maximum number of frames on either side of the active frame to show (0 = show the ‘first’ available sketch on either side)

Type int in [0, 120], default 0

hide

Set layer Visibility

Type boolean, default False

info

Layer name

Type string, default “”

line_width

Thickness of strokes (in pixels)

Type int in [1, 10], default 0

lock

Protect layer from further editing and/or frame changes

Type boolean, default False

lock_frame

Lock current frame displayed by layer

Type boolean, default False

select

Layer is selected for editing in the DopeSheet

Type boolean, default False

show_points

Draw the points which make up the strokes (for debugging purposes)

Type boolean, default False

use_onion_skinning

Ghost frames on either side of frame

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `GreasePencil.layers`

1.3.203 GPencilStroke(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.GPencilStroke` (*bpy_struct*)
Freehand curve defining part of a sketch

points

Stroke data points

Type Collection of `GPencilStrokePoint`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `GPencilFrame.strokes`

1.3.204 GPencilStrokePoint(bpy_struct)

base class — `bpy_struct`

class `bpy.types.GPencilStrokePoint` (*bpy_struct*)
Data point for freehand stroke curve

co

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

pressure

Pressure of tablet at point when drawing it

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `GPencilStroke.points`

1.3.205 GameActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.GameActuator` (*Actuator*)

filename

Load this blend file, use the “//” prefix for a path relative to the current blend file

Type string, default “”

mode

Type enum in [‘START’, ‘RESTART’, ‘QUIT’, ‘SAVECFG’, ‘LOADCFG’], default ‘START’

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.206 GameBooleanProperty(GameProperty)

base classes — `bpy_struct`, `GameProperty`

class `bpy.types.GameBooleanProperty` (*GameProperty*)

Game engine user defined Boolean property

value

Property value

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `GameProperty.name`
- `GameProperty.show_debug`
- `GameProperty.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.207 GameFloatProperty(GameProperty)

base classes — `bpy_struct`, `GameProperty`

class `bpy.types.GameFloatProperty` (*GameProperty*)
Game engine user defined floating pointer number property

value

Property value

Type float in [-10000, 10000], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `GameProperty.name`
- `GameProperty.show_debug`
- `GameProperty.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.208 GameIntProperty(GameProperty)

base classes — `bpy_struct`, `GameProperty`

class `bpy.types.GameIntProperty` (*GameProperty*)
 Game engine user defined integer number property

value

Property value

Type `int` in `[-10000, 10000]`, default `0`

Inherited Properties

- `bpy_struct.id_data`
- `GameProperty.name`
- `GameProperty.show_debug`
- `GameProperty.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.209 GameObjectSettings(bpy_struct)

base class — `bpy_struct`

class `bpy.types.GameObjectSettings` (*bpy_struct*)

Game engine related settings for the object

actuators

Game engine actuators to act on events

Type Collection of `Actuator`, (readonly)

collision_bounds_type

Selects the collision type

Type enum in ['BOX', 'SPHERE', 'CYLINDER', 'CONE', 'CONVEX_HULL', 'TRIANGLE_MESH', 'CAPSULE'], default 'BOX'

collision_margin

Extra margin around object for collision detection, small amount required for stability

Type float in [0, 1], default 0.0

controllers

Game engine controllers to process events, connecting sensor to actuators

Type Collection of `Controller`, (readonly)

damping

General movement damping

Type float in [0, 1], default 0.0

form_factor

Form factor scales the inertia tensor

Type float in [0, 1], default 0.0

friction_coefficients

Relative friction coefficient in the in the X, Y and Z directions, when anisotropic friction is enabled

Type float array of 3 items in [0, 1], default (0.0, 0.0, 0.0)

lock_location_x

Disable simulation of linear motion along the X axis

Type boolean, default False

lock_location_y

Disable simulation of linear motion along the Y axis

Type boolean, default False

lock_location_z

Disable simulation of linear motion along the Z axis

Type boolean, default False

lock_rotation_x

Disable simulation of angular motion along the X axis

Type boolean, default False

lock_rotation_y

Disable simulation of angular motion along the Y axis

Type boolean, default False

lock_rotation_z

Disable simulation of angular motion along the Z axis

Type boolean, default False

mass

Mass of the object

Type float in [0.01, 10000], default 0.0

physics_type

Selects the type of physical representation

Type enum in ['NO_COLLISION', 'STATIC', 'DYNAMIC', 'RIGID_BODY', 'SOFT_BODY', 'OCCLUDE', 'SENSOR'], default 'NO_COLLISION'

properties

Game engine properties

Type Collection of [GameProperty](#), (readonly)

radius

Radius of bounding sphere and material physics

Type float in [0.01, 10], default 0.0

rotation_damping

General rotation damping

Type float in [0, 1], default 0.0

sensors

Game engine sensor to detect events

Type Collection of [Sensor](#), (readonly)

show_actuators

Shows actuators for this object in the user interface

Type boolean, default False

show_controllers

Shows controllers for this object in the user interface

Type boolean, default False

show_debug_state

Print state debug info in the game engine

Type boolean, default False

show_sensors

Shows sensors for this object in the user interface

Type boolean, default False

show_state_panel

Show state panel

Type boolean, default False

soft_body

Settings for Bullet soft body simulation

Type [GameSoftBodySettings](#), (readonly)

states_initial

Initial state when the game starts

Type boolean array of 30 items, default (False, False)

states_visible

State determining which controllers are displayed

Type boolean array of 30 items, default (False, False)

use_activity_culling

Disable simulation of angular motion along the Z axis

Type boolean, default False

use_actor

Object is detected by the Near and Radar sensor

Type boolean, default False

use_all_states

Set all state bits

Type boolean, default False

use_anisotropic_friction

Enable anisotropic friction

Type boolean, default False

use_collision_bounds

Specify a collision bounds type other than the default

Type boolean, default False

use_collision_compound

Add children to form a compound collision object

Type boolean, default False

use_ghost

Object does not retribute collisions, like a ghost

Type boolean, default False

use_material_physics

Use physics settings in materials

Type boolean, default False

use_rotate_from_normal

Use face normal to rotate object, so that it points away from the surface

Type boolean, default False

use_sleep

Disable auto (de)activation in physics simulation

Type boolean, default False

used_states

States which are being used by controllers

Type boolean array of 30 items, default (False, False), (readonly)

velocity_max

Clamp velocity to this maximum speed

Type float in [0, 1000], default 0.0

velocity_min

Clamp velocity to this minimum speed (except when totally still)

Type float in [0, 1000], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.game`

1.3.210 GameProperty(bpy_struct)

base class — `bpy_struct`

subclasses — `GameStringProperty`, `GameIntProperty`, `GameBooleanProperty`, `GameFloatProperty`, `GameTimerProperty`

class `bpy.types.GameProperty` (*bpy_struct*)

Game engine user defined object property

name

Available as `GameObject` attributes in the game engine's python API

Type string, default ""

show_debug

Print debug information for this property

Type boolean, default False

type

Type enum in ['BOOL', 'INT', 'FLOAT', 'STRING', 'TIMER'], default 'BOOL'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `GameObjectSettings.properties`

1.3.211 GameSoftBodySettings(bpy_struct)

base class — `bpy_struct`

class `bpy.types.GameSoftBodySettings` (*bpy_struct*)

Soft body simulation settings for an object in the game engine

cluster_iterations

Specify the number of cluster iterations

Type int in [1, 128], default 0

collision_margin

Collision margin for soft body. Small value makes the algorithm unstable

Type float in [0.01, 1], default 0.0

dynamic_friction

Dynamic Friction

Type float in [0, 1], default 0.0**linear_stiffness**

Linear stiffness of the soft body links

Type float in [0, 1], default 0.0**location_iterations**

Position solver iterations

Type int in [0, 10], default 0**shape_threshold**

Shape matching threshold

Type float in [0, 1], default 0.0**use_bending_constraints**

Enable bending constraints

Type boolean, default False**use_cluster_rigid_to_softbody**

Enable cluster collision between soft and rigid body

Type boolean, default False**use_cluster_soft_to_softbody**

Enable cluster collision between soft and soft body

Type boolean, default False**use_shape_match**

Enable soft body shape matching goal

Type boolean, default False**weld_threshold**

Welding threshold: distance between nearby vertices to be considered equal => set to 0.0 to disable welding test and speed up scene loading (ok if the mesh has no duplicates)

Type float in [0, 0.01], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `GameObjectSettings.soft_body`

1.3.212 `GameStringProperty(GameProperty)`

base classes — `bpy_struct`, `GameProperty`

class `bpy.types.GameStringProperty` (*GameProperty*)

Game engine user defined text string property

value

Property value

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `GameProperty.name`
- `GameProperty.show_debug`
- `GameProperty.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.213 GameTimerProperty(GameProperty)

base classes — `bpy_struct`, `GameProperty`

class `bpy.types.GameTimerProperty` (*GameProperty*)
Game engine user defined timer property

value

Property value

Type float in [-10000, 10000], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `GameProperty.name`
- `GameProperty.show_debug`
- `GameProperty.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.214 GlowSequence(EffectSequence)

base classes — `bpy_struct`, `Sequence`, `EffectSequence`

class `bpy.types.GlowSequence` (*EffectSequence*)
Sequence strip creating a glow effect

blur_radius

Radius of glow effect

Type float in [0.5, 20], default 0.0

boost_factor

Brightness multiplier

Type float in [0, 10], default 0.0

clamp

rightness limit of intensity

Type float in [0, 1], default 0.0

quality

Accuracy of the blur effect

Type int in [1, 5], default 0

threshold

Minimum intensity to trigger a glow

Type float in [0, 1], default 0.0

use_only_boost

Show the glow buffer only

Type boolean, default False

Inherited Properties

- bpy_struct.id_data
- Sequence.name
- Sequence.blend_type
- Sequence.blend_alpha
- Sequence.channel
- Sequence.effect_fader
- Sequence.frame_final_end
- Sequence.frame_offset_end
- Sequence.frame_still_end
- Sequence.input_1
- Sequence.input_2
- Sequence.input_3
- Sequence.select_left_handle
- Sequence.frame_final_duration
- Sequence.frame_duration
- Sequence.lock
- Sequence.mute
- Sequence.select_right_handle
- Sequence.select
- Sequence.speed_factor
- Sequence.frame_start
- Sequence.frame_final_start
- Sequence.frame_offset_start
- Sequence.frame_still_start
- Sequence.type
- Sequence.use_default_fade
- Sequence.input_count
- EffectSequence.color_balance
- EffectSequence.use_float
- EffectSequence.crop
- EffectSequence.use_deinterlace
- EffectSequence.use_reverse_frames
- EffectSequence.use_flip_x
- EffectSequence.use_flip_y

- `EffectSequence.color_multiply`
- `EffectSequence.use_premultiply`
- `EffectSequence.proxy`
- `EffectSequence.use_proxy_custom_directory`
- `EffectSequence.use_proxy_custom_file`
- `EffectSequence.color_saturation`
- `EffectSequence.strobe`
- `EffectSequence.transform`
- `EffectSequence.use_color_balance`
- `EffectSequence.use_crop`
- `EffectSequence.use_proxy`
- `EffectSequence.use_translation`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.215 GreasePencil(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.GreasePencil` (*ID*)

Freehand annotation sketchbook

draw_mode

Type enum in ['CURSOR', 'VIEW', 'SURFACE', 'STROKE'], default 'VIEW'

layers

Type Collection of `GPencilLayer`, (readonly)

use_stroke_endpoints

Only use the first and last parts of the stroke for snapping

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.grease_pencil`
- `NodeTree.grease_pencil`
- `Object.grease_pencil`
- `Scene.grease_pencil`
- `SpaceImageEditor.grease_pencil`

1.3.216 Group(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Group` (*ID*)
Group of Object datablocks

dupli_offset

Offset from the origin to use when instancing as DupliGroup

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

layers

Layers visible when this groups is instanced as a dupli

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)

objects

A collection of this groups objects

Type `GroupObjects` collection of `Object`, (readonly)

users_dupli_group

The dupli group this group is used in (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.groups`
- `ClothCollisionSettings.group`
- `DopeSheet.filter_group`
- `EffectorWeights.group`

- `MainGroups.new`
- `MainGroups.remove`
- `Material.light_group`
- `Object.dupli_group`
- `ParticleSettings.dupli_group`
- `RenderLayer.light_override`
- `SceneRenderLayer.light_override`
- `SmokeDomainSettings.collision_group`
- `SmokeDomainSettings.effector_group`
- `SmokeDomainSettings.fluid_group`

1.3.217 GroupObjects(bpy_struct)

base class — `bpy_struct`

class `bpy.types.GroupObjects` (*bpy_struct*)
Collection of group objects

link (*object*)

Add this object to a group

Parameters

- **object** (`Object`) – Object to add.

unlink (*object*)

Remove this object to a group

Parameters

- **object** (`Object`) – Object to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Group.objects`

1.3.218 Header(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Header` (*bpy_struct*)
Editor header containing UI elements.

bl_idname

If this is set, the header gets a custom ID, otherwise it takes the name of the class used to define the panel. For example, if the class name is “OBJECT_HT_hello”, and `bl_idname` is not set by the script, then `bl_idname` = “OBJECT_HT_hello”

Type string, default “”

bl_space_type

The space where the header is going to be used in.

Type enum in ['EMPTY', 'VIEW_3D', 'GRAPH_EDITOR', 'OUTLINER', 'PROPERTIES', 'FILE_BROWSER', 'IMAGE_EDITOR', 'INFO', 'SEQUENCE_EDITOR', 'TEXT_EDITOR', 'AUDIO_WINDOW', 'DOPESHEET_EDITOR', 'NLA_EDITOR', 'SCRIPTS_WINDOW', 'TIMELINE', 'NODE_EDITOR', 'LOGIC_EDITOR', 'CONSOLE', 'USER_PREFERENCES'], default 'EMPTY'

layout

Defines the structure of the header in the UI.

Type `UILayout`, (readonly)

draw (*context*)

Draw UI elements into the header UI layout.

classmethod `append` (*draw_func*)

Prepend an draw function to this menu, takes the same arguments as the menus draw function.

classmethod `prepend` (*draw_func*)

Prepend a draw function to this menu, takes the same arguments as the menus draw function.

classmethod `remove` (*draw_func*)

Remove a draw function that has been added to this menu

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.219 HemiLamp(Lamp)

base classes — `bpy_struct`, `ID`, `Lamp`

class `bpy.types.HemiLamp` (*Lamp*)
180 degree constant lamp

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Lamp.active_texture`
- `Lamp.active_texture_index`
- `Lamp.animation_data`
- `Lamp.color`
- `Lamp.use_diffuse`
- `Lamp.distance`
- `Lamp.energy`
- `Lamp.use_own_layer`
- `Lamp.use_negative`
- `Lamp.use_specular`
- `Lamp.texture_slots`
- `Lamp.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.220 Histogram(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Histogram` (*bpy_struct*)

Statistical view of the levels of color in an image

mode

Channels to display when drawing the histogram

Type enum in ['LUMA', 'RGB', 'R', 'G', 'B'], default 'LUMA'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scopes.histogram`

- `SpaceImageEditor.sample_histogram`

1.3.221 HookModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.HookModifier` (*Modifier*)

Hook modifier to modify the location of vertices

falloff

If not zero, the distance from the hook where influence ends

Type float in [0, inf], default 0.0

force

Relative force of the hook

Type float in [0, 1], default 0.0

object

Parent Object for hook, also recalculates and clears offset

Type `Object`

subtarget

Name of Parent Bone for hook (if applicable), also recalculates and clears offset

Type string, default ""

vertex_group

Vertex group name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.222 ID(`bpy_struct`)

base class — `bpy_struct`

subclasses — `Lattice`, `Library`, `Key`, `NodeTree`, `MetaBall`, `Text`, `World`, `Lamp`, `Brush`, `Armature`, `Mesh`, `VectorFont`, `GreasePencil`, `Sound`, `ParticleSettings`, `Scene`, `Object`, `WindowManager`, `Texture`, `Curve`, `Action`, `Group`, `Screen`, `Material`, `Image`, `Camera`

class `bpy.types.ID` (*`bpy_struct`*)

Base type for datablocks, defining a unique name, linking from other libraries and garbage collection

library

Library file the datablock is linked from

Type `Library`, (readonly)

name

Unique datablock ID name

Type string, default ""

tag

Tools can use this to tag data, (initial state is undefined)

Type boolean, default False

use_fake_user

Saves this datablock even if it has no users

Type boolean, default False

users

Number of times this datablock is referenced

Type int in [0, 32767], default 0, (readonly)

copy()

Create a copy of this datablock (not supported for all datablocks).

Returns New copy of the ID.

Return type `ID`

user_clear()

Clears the user count of a datablock so its not saved, on reload the data will be removed.

animation_data_create()

Create animation data to this ID, note that not all ID types support this.

Returns New animation data or NULL.

Return type `AnimData`

animation_data_clear()

Clear animation on this this ID.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.scripts`
- `DopeSheet.source`
- `DriverTarget.id`
- `ID.copy`
- `Key.user`
- `KeyingSetPath.id`
- `KeyingSetPaths.add`
- `MainObjects.new`
- `Object.data`
- `SpaceNodeEditor.id`
- `SpaceNodeEditor.id_from`
- `SpaceProperties.pin_id`
- `UILayout.template_path_builder`
- `UILayout.template_preview`
- `UILayout.template_preview`

1.3.223 IDMaterials(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.IDMaterials` (*bpy_struct*)
Collection of materials

append (*material*)
Add a new material to Mesh.

Parameters

- **material** (`Material`) – Material to add.

pop (*index*)

Add a new material to Mesh.

Parameters

- **index** (*int in [0, inf]*) – Frame number to set.

Returns Material to add.

Return type `Material`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Curve.materials`
- `Mesh.materials`
- `MetaBall.materials`

1.3.224 IDProperty(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.IDProperty` (*bpy_struct*)

Property that stores arbitrary, user defined properties

collection

Type Collection of `IDPropertyGroup`, (readonly)

double

Type float in [-inf, inf], default 0.0

double_array

Type float array of 1 items in [-inf, inf], default (0.0)

float

Type float in [-inf, inf], default 0.0

float_array

Type float array of 1 items in [-inf, inf], default (0.0)

group

Type `IDPropertyGroup`, (readonly)

idp_array

Type Collection of `IDPropertyGroup`, (readonly)

int

Type int in [-inf, inf], default 0

int_array

Type int array of 1 items in [-inf, inf], default (0,)

string

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.225 IDPropertyGroup(*bpy_struct*)

base class — *bpy_struct*

subclasses — *NetRenderSettings*, *OperatorFileListElement*, *NetRenderSlave*, *OperatorMousePath*, *NetRenderJob*, *OperatorStrokeElement*

class *bpy.types.IDPropertyGroup* (*bpy_struct*)
Group of ID properties

name

Unique name used in the code and scripting

Type string, default ""

Inherited Properties

- *bpy_struct.id_data*

Inherited Functions

- *bpy_struct.as_pointer*
- *bpy_struct.callback_add*
- *bpy_struct.callback_remove*
- *bpy_struct.driver_add*
- *bpy_struct.driver_remove*
- *bpy_struct.get*
- *bpy_struct.is_property_hidden*
- *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.type_recast*
- *bpy_struct.values*

References

- *IDProperty.collection*
- *IDProperty.group*
- *IDProperty.idp_array*

1.3.226 IKParam(*bpy_struct*)

base class — *bpy_struct*

subclasses — *Itasc*

class *bpy.types.IKParam* (*bpy_struct*)
Base type for IK solver parameters

`ik_solver`

IK solver for which these parameters are defined, 0 for Legacy, 1 for iTaSC

Type enum in ['LEGACY', 'ITASC'], default 'LEGACY', (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Pose.ik_param`

1.3.227 Image(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Image` (*ID*)

Image datablock referencing an external or packed image

bindcode

OpenGL bindcode

Type int in [0, inf], default 0, (readonly)

depth

Image bit depth

Type int in [0, inf], default 0, (readonly)

display_aspect

Display Aspect for this image, does not affect rendering

Type float array of 2 items in [0.1, 5000], default (0.0, 0.0)

field_order

Order of video fields. Select which lines are displayed first

Type enum in ['EVEN', 'ODD'], default 'EVEN'

file_format

Format used for re-saving this file

Type enum in ['BMP', 'IRIS', 'PNG', 'JPEG', 'TARGA', 'TARGA_RAW', 'AVI_JPEG', 'AVI_RAW', 'FRAMESERVER'], default 'TARGA'

filepath

Image/Movie file name

Type string, default ""

filepath_raw

Image/Movie file name (without data refreshing)

Type string, default ""

fps

Speed of the animation in frames per second

Type int in [1, 100], default 0

frame_end

End frame of an animated texture

Type int in [0, 128], default 0

frame_start

Start frame of an animated texture

Type int in [0, 128], default 0

generated_height

Generated image height

Type int in [1, 16384], default 0

generated_type

Generated image type

Type enum in ['BLANK', 'UV_GRID', 'COLOR_GRID'], default 'BLANK'

generated_width

Generated image width

Type int in [1, 16384], default 0

has_data

True if this image has data

Type boolean, default False, (readonly)

is_dirty

Image has changed and is not saved

Type boolean, default False, (readonly)

mapping

Mapping type to use for this image in the game engine

Type enum in ['UV', 'REFLECTION'], default 'UV'

packed_file

Type `PackedFile`, (readonly)

size

Width and height in pixels, zero when image data cant be loaded

Type int array of 2 items in $[-inf, inf]$, default (0, 0), (readonly)

source

Where the image comes from

Type enum in ['FILE', 'SEQUENCE', 'MOVIE', 'GENERATED', 'VIEWER'], default 'FILE'

tiles_x

Degree of repetition in the X direction

Type int in [1, 16], default 0

tiles_y

Degree of repetition in the Y direction

Type int in [1, 16], default 0

type

How to generate the image

Type enum in ['IMAGE', 'MULTILAYER', 'UV_TEST', 'RENDER_RESULT', 'COMPOSITING'], default 'IMAGE', (readonly)

use_animation

Use as animated texture in the game engine

Type boolean, default False

use_clamp_x

Disable texture repeating horizontally

Type boolean, default False

use_clamp_y

Disable texture repeating vertically

Type boolean, default False

use_fields

Use fields of the image

Type boolean, default False

use_premultiply

Convert RGB from key alpha to premultiplied alpha

Type boolean, default False

use_tiles

Use of tilemode for faces (default shift-LMB to pick the tile for selected faces)

Type boolean, default False

save_render (*filepath*, *scene=None*)

Save image to a specific path using a scenes render settings

Parameters

- **filepath** (*string*) – Save path.
- **scene** (*Scene*, (optional)) – Scene to take image parameters from

save ()

Save image to its source path

reload ()

Reload the image from its source path

update ()

Update the display image from the floating point buffer

gl_load (*filter=9985, mag=9729*)

Load the image into OpenGL graphics memory

Parameters

- **filter** (*int in [-inf, inf], (optional)*) – Filter, The texture minifying function
- **mag** (*int in [-inf, inf], (optional)*) – Magnification, The texture magnification function

Returns Error, OpenGL error value

Return type int in [-inf, inf]

gl_free ()

Free the image from OpenGL graphics memory

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BackgroundImage.image`
- `BlendData.images`
- `Brush.clone_image`
- `CompositorNodeImage.image`
- `EnvironmentMapTexture.image`
- `ImageTexture.image`
- `MainImages.load`
- `MainImages.new`
- `MainImages.remove`
- `MeshTextureFace.image`
- `SpaceImageEditor.image`
- `TextureNodeImage.image`
- `UILayout.template_image_layers`
- `UVProjectModifier.image`
- `VoxelDataTexture.image`

1.3.228 ImagePaint(Paint)

base classes — `bpy_struct`, `Paint`

class `bpy.types.ImagePaint` (*Paint*)

Properties of image and texture painting mode

`invert_stencil`

Invert the stencil layer

Type boolean, default False

`normal_angle`

Paint most on faces pointing towards the view according to this angle

Type int in [0, 90], default 0

`screen_grab_size`

Size to capture the image for re-projecting

Type int array of 2 items in [512, 16384], default (0, 0)

`seam_bleed`

Extend paint beyond the faces UVs to reduce seams (in pixels, slower)

Type int in [0, 32767], default 0

`show_brush`

Enables brush shape while not drawing

Type boolean, default False

`show_brush_draw`

Enables brush shape while drawing

Type boolean, default False

`use_backface_culling`

Ignore faces pointing away from the view (faster)

Type boolean, default False

use_clone_layer

Use another UV layer as clone source, otherwise use 3D the cursor as the source

Type boolean, default False

use_normal_falloff

Paint most on faces pointing towards the view

Type boolean, default False

use_occlude

Only paint onto the faces directly under the brush (slower)

Type boolean, default False

use_projection

Use projection painting for improved consistency in the brush strokes

Type boolean, default False

use_stencil_layer

Set the mask layer from the UV layer buttons

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Paint.brush`
- `Paint.show_low_resolution`
- `Paint.show_brush`
- `Paint.show_brush_on_surface`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ToolSettings.image_paint`

1.3.229 ImageSequence(Sequence)

base classes — `bpy_struct`, `Sequence`

class `bpy.types.ImageSequence` (*Sequence*)

Sequence strip to load one or more images

animation_offset_end

Animation end offset (trim end)

Type `int` in `[0, inf]`, default `0`

animation_offset_start

Animation start offset (trim start)

Type `int` in `[0, inf]`, default `0`

color_balance

Type `SequenceColorBalance`, (readonly)

color_multiply

Type `float` in `[0, 20]`, default `0.0`

color_saturation

Type `float` in `[0, 20]`, default `0.0`

crop

Type `SequenceCrop`, (readonly)

directory

Type `string`, default `""`

elements

Type Collection of `SequenceElement`, (readonly)

proxy

Type `SequenceProxy`, (readonly)

strobe

Only display every nth frame

Type `float` in `[1, 30]`, default `0.0`

ttransform

Type `SequenceTransform`, (readonly)

use_color_balance

(3-Way color correction) on input

Type `boolean`, default `False`

use_crop

Crop image before processing

Type `boolean`, default `False`

use_deinterlace

For video movies to remove fields

Type `boolean`, default `False`

- use_flip_x**
Flip on the X axis
Type boolean, default False
- use_flip_y**
Flip on the Y axis
Type boolean, default False
- use_float**
Convert input to float data
Type boolean, default False
- use_premultiply**
Convert RGB from key alpha to premultiplied alpha
Type boolean, default False
- use_proxy**
Use a preview proxy for this strip
Type boolean, default False
- use_proxy_custom_directory**
Use a custom directory to store data
Type boolean, default False
- use_proxy_custom_file**
Use a custom file to read proxy data from
Type boolean, default False
- use_reverse_frames**
Reverse frame order
Type boolean, default False
- use_translation**
Translate image before processing
Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sequence.name`
- `Sequence.blend_type`
- `Sequence.blend_alpha`
- `Sequence.channel`
- `Sequence.effect_fader`
- `Sequence.frame_final_end`
- `Sequence.frame_offset_end`
- `Sequence.frame_still_end`
- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.select_left_handle`
- `Sequence.frame_final_duration`

- `Sequence.frame_duration`
- `Sequence.lock`
- `Sequence.mute`
- `Sequence.select_right_handle`
- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`
- `Sequence.use_default_fade`
- `Sequence.input_count`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.230 ImageTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.ImageTexture` (*Texture*)

checker_distance

Sets distance between checker tiles

Type float in [0, 0.99], default 0.0

crop_max_x

Sets maximum X value to crop the image

Type float in [-10, 10], default 0.0

crop_max_y

Sets maximum Y value to crop the image

Type float in [-10, 10], default 0.0

crop_min_x

Sets minimum X value to crop the image

Type float in [-10, 10], default 0.0

crop_min_y

Sets minimum Y value to crop the image

Type float in [-10, 10], default 0.0

extension

Sets how the image is extrapolated past its original bounds

Type enum in ['EXTEND', 'CLIP', 'CLIP_CUBE', 'REPEAT', 'CHECKER'], default 'EXTEND'

filter_eccentricity

Maximum eccentricity. Higher gives less blur at distant/oblique angles, but is also slower

Type int in [1, 256], default 0

filter_probes

Maximum number of samples. Higher gives less blur at distant/oblique angles, but is also slower

Type int in [1, 256], default 0

filter_size

Multiplies the filter size used by MIP Map and Interpolation

Type float in [0.1, 50], default 0.0

filter_type

Texture filter to use for sampling image

Type enum in ['BOX', 'EWA', 'FELINE', 'AREA'], default 'BOX'

image

Type [Image](#)

image_user

Parameters defining which layer, pass and frame of the image is displayed

Type [ImageUser](#), (readonly)

invert_alpha

Inverts all the alpha values in the image

Type boolean, default False

normal_space

Sets space of normal map image

Type enum in ['CAMERA', 'WORLD', 'OBJECT', 'TANGENT'], default 'CAMERA'

repeat_x

Sets a repetition multiplier in the X direction

Type int in [1, 512], default 0

repeat_y

Sets a repetition multiplier in the Y direction

Type int in [1, 512], default 0

use_alpha

Uses the alpha channel information in the image

Type boolean, default False

use_calculate_alpha

Calculates an alpha channel based on RGB values in the image

Type boolean, default False

use_checker_even

Sets even checker tiles

Type boolean, default False

use_checker_odd

Sets odd checker tiles

Type boolean, default False

use_filter_size_min

Use Filter Size as a minimal filter value in pixels

Type boolean, default False

use_flip_axis

Flips the texture's X and Y axis

Type boolean, default False

use_interpolation

Interpolates pixels using Area filter

Type boolean, default False

use_mipmap

Uses auto-generated MIP maps for the image

Type boolean, default False

use_mipmap_gauss

Uses Gauss filter to sample down MIP maps

Type boolean, default False

use_mirror_x

Mirrors the image repetition on the X direction

Type boolean, default False

use_mirror_y

Mirrors the image repetition on the Y direction

Type boolean, default False

use_normal_map

Uses image RGB values for normal mapping

Type boolean, default False

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.231 ImageUser(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ImageUser` (*bpy_struct*)
Parameters defining how an Image datablock is used by another datablock

fields_per_frame
The number of fields per rendered frame (2 fields is 1 image)
Type int in [1, 200], default 0

frame_duration
Sets the number of images of a movie to use
Type int in [0, 300000], default 0

frame_offset
Offsets the number of the frame to use in the animation
Type int in [-300000, 300000], default 0

frame_start
Sets the global starting frame of the movie
Type int in [-300000, 300000], default 0

multilayer_layer
Layer in multilayer image
Type int in [0, 32767], default 0, (readonly)

multilayer_pass
Pass in multilayer image
Type int in [0, 32767], default 0, (readonly)

use_auto_refresh
Always refresh image on frame changes
Type boolean, default False

use_cyclic
Cycle the images in the movie
Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BackgroundImage.image_user`
- `EnvironmentMapTexture.image_user`
- `ImageTexture.image_user`
- `SpaceImageEditor.image_user`
- `UILayout.template_image`
- `UILayout.template_image_layers`
- `VoxelDataTexture.image_user`

1.3.232 InflowFluidSettings(FluidSettings)

base classes — `bpy_struct`, `FluidSettings`

class `bpy.types.InflowFluidSettings` (*FluidSettings*)

Fluid simulation settings for objects adding fluids in the simulation

inflow_velocity

Initial velocity of fluid

Type float array of 3 items in [-1000.1, 1000.1], default (0.0, 0.0, 0.0)

use

Object contributes to the fluid simulation

Type boolean, default False

use_animated_mesh

Export this mesh as an animated one. Slower, only use if really necessary (e.g. armatures or parented objects), animated pos/rot/scale IPOs do not require it

Type boolean, default False

use_local_coords

Use local coordinates for inflow. (e.g. for rotating objects)

Type boolean, default False

volume_initialization

Volume initialization type

Type enum in ['VOLUME', 'SHELL', 'BOTH'], default 'VOLUME'

Inherited Properties

- `bpy_struct.id_data`
- `FluidSettings.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.233 InputKeyMapPanel(Panel)

base classes — `bpy_struct`, `Panel`

class `bpy.types.InputKeyMapPanel` (*Panel*)

classmethod `append` (*draw_func*)

Prepend an draw function to this menu, takes the same arguments as the menus draw function.

draw_entry (*display_keymaps, entry, col, level=0*)

draw_filtered (*display_keymaps, filter_text, layout*)

draw_hierarchy (*display_keymaps, layout*)

draw_keymaps (*context, layout*)

draw_km (*display_keymaps, kc, km, children, layout, level*)

draw_kmi (*display_keymaps, kc, km, kmi, layout, level*)

static draw_kmi_properties (*box, properties, title=None*)

indented_layout (*layout, level*)

classmethod prepend (*draw_func*)

Prepend a draw function to this menu, takes the same arguments as the menus draw function.

classmethod remove (*draw_func*)

Remove a draw function that has been added to this menu

Inherited Properties

- `bpy_struct.id_data`
- `Panel.bl_context`
- `Panel.bl_idname`
- `Panel.bl_label`
- `Panel.layout`

- `Panel.bl_options`
- `Panel.bl_region_type`
- `Panel.bl_space_type`
- `Panel.text`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Panel.poll`
- `Panel.draw`
- `Panel.draw_header`
- `Panel.append`
- `Panel.prepend`
- `Panel.remove`

1.3.234 IntProperty(Property)

base classes — `bpy_struct`, `Property`

class `bpy.types.IntProperty` (*Property*)

RNA integer number property definition

array_length

Maximum length of the array, 0 means unlimited

Type `int` in `[0, inf]`, default 0, (readonly)

default

Default value for this number

Type `int` in `[-inf, inf]`, default 0, (readonly)

default_array

Default value for this array

Type `int` array of 3 items in `[-inf, inf]`, default (0, 0, 0), (readonly)

hard_max

Maximum value used by buttons

Type `int` in `[-inf, inf]`, default 0, (readonly)

hard_min

Minimum value used by buttons

Type int in [-inf, inf], default 0, (readonly)

soft_max

Maximum value used by buttons

Type int in [-inf, inf], default 0, (readonly)

soft_min

Minimum value used by buttons

Type int in [-inf, inf], default 0, (readonly)

step

Step size used by number buttons, for floats 1/100th of the step size

Type int in [0, inf], default 0, (readonly)

Inherited Properties

- bpy_struct.id_data
- Property.name
- Property.srna
- Property.description
- Property.identifier
- Property.is_never_none
- Property.is_readonly
- Property.is_runtime
- Property.is_registered
- Property.is_registered_optional
- Property.is_required
- Property.is_output
- Property.subtype
- Property.type
- Property.unit

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast

- `bpy_struct.values`

1.3.235 Itasc(IKParam)

base classes — `bpy_struct`, `IKParam`

class `bpy.types.Itasc` (*IKParam*)

Parameters for the iTaSC IK solver

damping_epsilon

Singular value under which damping is progressively applied. Higher values=more stability, less reactivity. Default=0.1

Type float in [0, 1], default 0.0

damping_max

Maximum damping coefficient when singular value is nearly 0. Higher values=more stability, less reactivity. Default=0.5

Type float in [0, 1], default 0.0

feedback

Feedback coefficient for error correction. Average response time=1/feedback. Default=20

Type float in [0, 100], default 0.0

iterations

Maximum number of iterations for convergence in case of reiteration

Type int in [1, 1000], default 0

mode

Type enum in ['ANIMATION', 'SIMULATION'], default 'ANIMATION'

precision

Precision of convergence in case of reiteration

Type float in [0, 0.1], default 0.0

reiteration_method

Defines if the solver is allowed to reiterate (converges until precision is met) on none, first or all frames

Type enum in ['NEVER', 'INITIAL', 'ALWAYS'], default 'NEVER'

solver

Solving method selection: Automatic damping or manual damping

Type enum in ['SDLS', 'DLS'], default 'SDLS'

step_count

Divides the frame interval into this many steps

Type int in [1, 50], default 0

step_max

Higher bound for timestep in second in case of automatic substeps

Type float in [0, 1], default 0.0

step_min

Lower bound for timestep in second in case of automatic substeps

Type float in [0, 0.1], default 0.0

use_auto_step

Automatically determine the optimal number of steps for best performance/accuracy trade off

Type boolean, default False

velocity_max

Maximum joint velocity in rad/s. Default=50

Type float in [0, 100], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `IKParam.ik_solver`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.236 JoystickSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.JoystickSensor` (*Sensor*)

Sensor to detect joystick events

axis_direction

The direction of the axis

Type enum in ['RIGHTAXIS', 'UPAXIS', 'LEFTAXIS', 'DOWNAXIS'], default 'RIGHTAXIS'

axis_number

Specify which axis pair to use, 1 is usually the main direction input

Type int in [1, 2], default 0

axis_threshold

Specify the precision of the axis

Type int in [0, 32768], default 0

button_number

Specify which button to use

Type int in [0, 18], default 0**event_type**

The type of event this joystick sensor is triggered on

Type enum in ['BUTTON', 'AXIS', 'HAT', 'AXIS_SINGLE'], default 'BUTTON'**hat_direction**

Specify hat direction

Type enum in ['UP', 'DOWN', 'LEFT', 'RIGHT', 'UPRIGHT', 'DOWNLEFT', 'UPLEFT', 'DOWNRIGHT'], default 'UP'**hat_number**

Specify which hat to use

Type int in [1, 2], default 0**joystick_index**

Specify which joystick to use

Type int in [0, 7], default 0**single_axis_number**

Specify a single axis (verticle/horizontal/other) to detect

Type int in [1, 16], default 0**use_all_events**

Triggered by all events on this joysticks current type (axis/button/hat)

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.237 Key(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Key` (*ID*)

Shape keys datablock containing different shapes of geometric datablocks

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

keys

Shape keys

Type Collection of `ShapeKey`, (readonly)

reference_key

Type `ShapeKey`, (readonly, never `None`)

slurph

Creates a delay in amount of frames in applying keypositions, first vertex goes first

Type `int` in `[-500, 500]`, default `0`

use_relative

Makes shape keys relative

Type `boolean`, default `False`

user

Datablock using these shape keys

Type `ID`, (readonly, never `None`)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.shape_keys`
- `Curve.shape_keys`
- `Lattice.shape_keys`
- `Mesh.shape_keys`

1.3.238 KeyConfig(bpy_struct)

base class — `bpy_struct`

class `bpy.types.KeyConfig` (*bpy_struct*)

Input configuration, including keymaps

is_user_defined

Indicates that a keyconfig was defined by the user

Type boolean, default False, (readonly)

keymaps

Key maps configured as part of this configuration

Type `KeyMaps` collection of `KeyMap`, (readonly)

name

Name of the key configuration

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `KeyConfigurations.active`
- `KeyConfigurations.default`
- `KeyConfigurations.new`
- `KeyConfigurations.remove`
- `WindowManager.keyconfigs`

1.3.239 KeyConfigurations(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.KeyConfigurations` (*bpy_struct*)
Collection of KeyConfigs

active

Active wm KeyConfig

Type `KeyConfig`

default

Type `KeyConfig`, (readonly)

new (*name*)

new

Parameters

- **name** (*string*) – Name

Returns Key Configuration, Added key configuration.

Return type `KeyConfig`

remove (*keyconfig*)
remove

Parameters

- **keyconfig** (`KeyConfig`) – Key Configuration, Removed key configuration.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `WindowManager.keyconfigs`

1.3.240 KeyMap(bpy_struct)

base class — `bpy_struct`

class `bpy.types.KeyMap` (*bpy_struct*)
Input configuration, including keymaps

is_modal

Indicates that a keymap is used for translate modal events for an operator

Type boolean, default False, (readonly)

is_user_defined

Keymap is defined by the user

Type boolean, default False

items

Items in the keymap, linking an operator to an input event

Type `KeyMapItems` collection of `KeyMapItem`, (readonly)

name

Name of the key map

Type string, default "", (readonly)

region_type

Optional region type keymap is associated with

Type enum in ['WINDOW', 'HEADER', 'CHANNELS', 'TEMPORARY', 'UI', 'TOOLS', 'TOOL_PROPS', 'PREVIEW'], default 'WINDOW', (readonly)

show_expanded_children

Children expanded in the user interface

Type boolean, default False

show_expanded_items

Expanded in the user interface

Type boolean, default False

space_type

Optional space type keymap is associated with

Type enum in ['EMPTY', 'VIEW_3D', 'GRAPH_EDITOR', 'OUTLINER', 'PROPERTIES', 'FILE_BROWSER', 'IMAGE_EDITOR', 'INFO', 'SEQUENCE_EDITOR', 'TEXT_EDITOR', 'AUDIO_WINDOW', 'DOPESHEET_EDITOR', 'NLA_EDITOR', 'SCRIPTS_WINDOW', 'TIMELINE', 'NODE_EDITOR', 'LOGIC_EDITOR', 'CONSOLE', 'USER_PREFERENCES'], default 'EMPTY', (readonly)

active ()

active

Returns Key Map, Active key map.

Return type `KeyMap`

copy_to_user ()

copy_to_user

Returns Key Map, User editable key map.

Return type `KeyMap`

restore_to_default ()

restore_to_default

restore_item_to_default (item)

restore_item_to_default

Parameters

- **item** (`KeyMapItem`, (never None)) – Item

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `KeyConfig.keymaps`
- `KeyMap.active`
- `KeyMap.copy_to_user`
- `KeyMaps.find`
- `KeyMaps.find_modal`
- `KeyMaps.new`
- `UserPreferencesInput.edited_keymaps`

1.3.241 KeyMapItem(bpy_struct)

base class — `bpy_struct`

class `bpy.types.KeyMapItem` (*bpy_struct*)
Item in a Key Map

active

Activate or deactivate item

Type boolean, default False

alt

Alt key pressed

Type boolean, default False

any

Any modifier keys pressed

Type boolean, default False

ctrl

Control key pressed

Type boolean, default False

id

ID of the item

Type int in [-32768, 32767], default 0, (readonly)**idname**

Identifier of operator to call on input event

Type string, default ""**is_user_defined**

Is this keymap item user defined (doesn't just override a builtin item)

Type boolean, default False, (readonly)**key_modifier**

Regular key pressed as a modifier

Type enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE', 'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_ALT', 'LEFT_SHIFT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE', 'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL', 'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2'], default 'NONE'**map_type**

Type of event mapping

Type enum in ['KEYBOARD', 'TWEAK', 'MOUSE', 'TEXTINPUT', 'TIMER'], default 'KEYBOARD'**name**

Name of operator to call on input event

Type string, default "", (readonly)**oskey**

Operating system key pressed

Type boolean, default False**properties**

Properties to set when the operator is called

Type [OperatorProperties](#), (readonly)

propvalue

The value this event translates to in a modal keymap

Type enum in ['NONE'], default 'NONE'

shift

Shift key pressed

Type boolean, default False

show_expanded

Show key map event and property details in the user interface

Type boolean, default False

type

Type of event

Type enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE', 'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_ALT', 'LEFT_SHIFT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE', 'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL', 'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2'], default 'NONE'

value

Type enum in ['ANY', 'NOTHING', 'PRESS', 'RELEASE', 'CLICK', 'DOUBLE_CLICK'], default 'NOTHING'

compare (*item*)

compare

Parameters

- **item** (*KeyMapItem*) – Item

Returns Comparison result

Return type boolean

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `KeyMap.items`
- `KeyMap.restore_item_to_default`
- `KeyMapItem.compare`
- `KeyMapItems.from_id`
- `KeyMapItems.new`
- `KeyMapItems.new_modal`
- `KeyMapItems.remove`

1.3.242 KeyMapItems(bpy_struct)

base class — `bpy_struct`

class `bpy.types.KeyMapItems` (*bpy_struct*)

Collection of keymap items

new (*idname*, *type*, *value*, *any=False*, *shift=False*, *ctrl=False*, *alt=False*, *oskey=False*,
key_modifier='NONE')
new

Parameters

- **idname** (*string*) – Operator Identifier
- **type** (*enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE', 'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_SHIFT', 'LEFT_ALT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE',*

'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL', 'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2']) – Type

- **value** (enum in ['ANY', 'NOTHING', 'PRESS', 'RELEASE', 'CLICK', 'DOUBLE_CLICK']) – Value
- **any** (boolean, (optional)) – Any
- **shift** (boolean, (optional)) – Shift
- **ctrl** (boolean, (optional)) – Ctrl
- **alt** (boolean, (optional)) – Alt
- **oskey** (boolean, (optional)) – OS Key
- **key_modifier** (enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE', 'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_ALT', 'LEFT_SHIFT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE', 'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL', 'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2']) – Key Modifier (optional)) – Key Modifier

Returns Item, Added key map item.

Return type `KeyMapItem`

new_modal (propvalue, type, value, any=False, shift=False, ctrl=False, alt=False, oskey=False, key_modifier='NONE')
new_modal

Parameters

- **propvalue** (string) – Property Value
- **type** (enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE',

'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_ALT', 'LEFT_SHIFT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE', 'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL', 'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2']) – Type

- **value** (enum in ['ANY', 'NOTHING', 'PRESS', 'RELEASE', 'CLICK', 'DOUBLE_CLICK']) – Value
- **any** (boolean, (optional)) – Any
- **shift** (boolean, (optional)) – Shift
- **ctrl** (boolean, (optional)) – Ctrl
- **alt** (boolean, (optional)) – Alt
- **oskey** (boolean, (optional)) – OS Key
- **key_modifier** (enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE', 'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_ALT', 'LEFT_SHIFT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE', 'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL', 'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2']) – Key Modifier (optional)) – Key Modifier

Returns Item, Added key map item.

Return type `KeyMapItem`

remove (*item*)

remove

Parameters

- **item** (*KeyMapItem*) – Item

from_id (*id*)

from_id

Parameters

- **id** (*int in [-inf, inf]*) – id, ID of the item

Returns Item**Return type** *KeyMapItem*

Inherited Properties

- *bpy_struct.id_data*

Inherited Functions

- *bpy_struct.as_pointer*
- *bpy_struct.callback_add*
- *bpy_struct.callback_remove*
- *bpy_struct.driver_add*
- *bpy_struct.driver_remove*
- *bpy_struct.get*
- *bpy_struct.is_property_hidden*
- *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.type_recast*
- *bpy_struct.values*

References

- *KeyMap.items*

1.3.243 KeyMaps(*bpy_struct*)

base class — *bpy_struct***class** *bpy.types.KeyMaps* (*bpy_struct*)

Collection of keymaps

new (*name, space_type='EMPTY', region_type='WINDOW', modal=False*)

new

Parameters

- **name** (*string*) – Name
- **space_type** (*enum in ['EMPTY', 'VIEW_3D', 'GRAPH_EDITOR', 'OUTLINER', 'PROPERTIES', 'FILE_BROWSER', 'IMAGE_EDITOR', 'INFO', 'SEQUENCE_EDITOR', 'TEXT_EDITOR', 'AUDIO_WINDOW', 'DOPE SHEET_EDITOR', 'NLA_EDITOR', 'SCRIPTS_WINDOW', 'TIMELINE', 'NODE_EDITOR', 'LOGIC_EDITOR', 'CONSOLE', 'USER_PREFERENCES']*, (*optional*)) – Space Type
- **region_type** (*enum in ['WINDOW', 'HEADER', 'CHANNELS', 'TEMPORARY', 'UI', 'TOOLS', 'TOOL_PROPS', 'PREVIEW']*, (*optional*)) – Region Type
- **modal** (*boolean*, (*optional*)) – Modal

Returns Key Map, Added key map.

Return type [KeyMap](#)

find (*name*, *space_type*='EMPTY', *region_type*='WINDOW')
find

Parameters

- **name** (*string*) – Name
- **space_type** (*enum in ['EMPTY', 'VIEW_3D', 'GRAPH_EDITOR', 'OUTLINER', 'PROPERTIES', 'FILE_BROWSER', 'IMAGE_EDITOR', 'INFO', 'SEQUENCE_EDITOR', 'TEXT_EDITOR', 'AUDIO_WINDOW', 'DOPE SHEET_EDITOR', 'NLA_EDITOR', 'SCRIPTS_WINDOW', 'TIMELINE', 'NODE_EDITOR', 'LOGIC_EDITOR', 'CONSOLE', 'USER_PREFERENCES']*, (*optional*)) – Space Type
- **region_type** (*enum in ['WINDOW', 'HEADER', 'CHANNELS', 'TEMPORARY', 'UI', 'TOOLS', 'TOOL_PROPS', 'PREVIEW']*, (*optional*)) – Region Type

Returns Key Map, Corresponding key map.

Return type [KeyMap](#)

find_modal (*name*)
find_modal

Parameters

- **name** (*string*) – Operator Name

Returns Key Map, Corresponding key map.

Return type [KeyMap](#)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `KeyConfig.keymaps`

1.3.244 KeyboardSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.KeyboardSensor` (*Sensor*)

Sensor to detect keyboard events

key

Type enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE', 'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_ALT', 'LEFT_SHIFT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE', 'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL', 'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2'], default 'NONE'

log

Property that indicates whether to log keystrokes as a string

Type string, default ""

modifier_key_1

Modifier key code

Type enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE', 'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_ALT', 'LEFT_SHIFT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE', 'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL', 'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2'], default 'NONE'

modifier_key_2

Modifier key code

Type enum in ['NONE', 'LEFTMOUSE', 'MIDDLEMOUSE', 'RIGHTMOUSE', 'BUTTON4MOUSE', 'BUTTON5MOUSE', 'ACTIONMOUSE', 'SELECTMOUSE', 'MOUSEMOVE', 'INBETWEEN_MOUSEMOVE', 'TRACKPADPAN', 'TRACKPADZOOM', 'MOUSEROTATE', 'WHEELUPMOUSE', 'WHEELDOWNMOUSE', 'WHEELINMOUSE', 'WHEELOUTMOUSE', 'EVT_TWEAK_L', 'EVT_TWEAK_M', 'EVT_TWEAK_R', 'EVT_TWEAK_A', 'EVT_TWEAK_S', 'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z', 'ZERO', 'ONE', 'TWO', 'THREE', 'FOUR', 'FIVE', 'SIX', 'SEVEN', 'EIGHT', 'NINE', 'LEFT_CTRL', 'LEFT_ALT', 'LEFT_SHIFT', 'RIGHT_ALT', 'RIGHT_CTRL', 'RIGHT_SHIFT', 'OSKEY', 'GRLESS', 'ESC', 'TAB', 'RET', 'SPACE', 'LINE_FEED', 'BACK_SPACE', 'DEL', 'SEMI_COLON', 'PERIOD', 'COMMA', 'QUOTE', 'ACCENT_GRAVE', 'MINUS', 'SLASH', 'BACK_SLASH', 'EQUAL', 'LEFT_BRACKET', 'RIGHT_BRACKET', 'LEFT_ARROW', 'DOWN_ARROW', 'RIGHT_ARROW', 'UP_ARROW', 'NUMPAD_2', 'NUMPAD_4', 'NUMPAD_6', 'NUMPAD_8', 'NUMPAD_1', 'NUMPAD_3', 'NUMPAD_5', 'NUMPAD_7', 'NUMPAD_9', 'NUMPAD_PERIOD', 'NUMPAD_SLASH', 'NUMPAD_ASTERIX', 'NUMPAD_0', 'NUMPAD_MINUS', 'NUMPAD_ENTER', 'NUMPAD_PLUS', 'F1', 'F2', 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11', 'F12', 'F13', 'F14', 'F15', 'F16', 'F17', 'F18', 'F19', 'PAUSE', 'INSERT', 'HOME', 'PAGE_UP', 'PAGE_DOWN', 'END', 'WINDOW_DEACTIVATE', 'TIMER', 'TIMER0', 'TIMER1', 'TIMER2'], default 'NONE'

target

Property that receive the keystrokes in case a string is logged

Type string, default ""**use_all_keys**

Trigger this sensor on any keystroke

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.245 Keyframe(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Keyframe` (*bpy_struct*)

Bezier curve point with two handles defining a Keyframe on an F-Curve

co

Coordinates of the control point

Type float array of 2 items in `[-inf, inf]`, default `(0.0, 0.0)`

handle_left

Coordinates of the first handle

Type float array of 2 items in `[-inf, inf]`, default `(0.0, 0.0)`

handle_left_type

Handle types

Type enum in ['FREE', 'AUTO', 'VECTOR', 'ALIGNED'], default 'FREE'

handle_right

Coordinates of the second handle

Type float array of 2 items in [-inf, inf], default (0.0, 0.0)

handle_right_type

Handle types

Type enum in ['FREE', 'AUTO', 'VECTOR', 'ALIGNED'], default 'FREE'

interpolation

Interpolation method to use for segment of the curve from this Keyframe until the next Keyframe

Type enum in ['CONSTANT', 'LINEAR', 'BEZIER'], default 'CONSTANT'

select_control_point

Control point selection status

Type boolean, default False

select_left_handle

Handle 1 selection status

Type boolean, default False

select_right_handle

Handle 2 selection status

Type boolean, default False

type

The type of keyframe

Type enum in ['KEYFRAME', 'BREAKDOWN', 'EXTREME'], default 'KEYFRAME'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `FCurve.keyframe_points`
- `FCurveKeyframePoints.add`
- `FCurveKeyframePoints.remove`

1.3.246 KeyingSet(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.KeyingSet` (`bpy_struct`)
Settings that should be keyframed together

bl_options

Keying set options

Type enum in ['INSERTKEY_NEEDED', 'INSERTKEY_VISUAL', 'INSERTKEY_XYZ_TO_RGB'], default 'INSERTKEY_NEEDED'

is_path_absolute

Keying Set defines specific paths/settings to be keyframed (i.e. is not reliant on context info)

Type boolean, default False, (readonly)

name

Type string, default ""

paths

Keying Set Paths to define settings that get keyframed together

Type `KeyingSetPaths` collection of `KeyingSetPath`, (readonly)

type_info

Callback function defines for built-in Keying Sets

Type `KeyingSetInfo`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

References

- `KeyingSetInfo.generate`
- `KeyingSetInfo.iterator`
- `KeyingSets.active`
- `KeyingSets.new`
- `KeyingSetsAll.active`
- `Scene.keying_sets`
- `Scene.keying_sets_all`

1.3.247 KeyingSetInfo(bpy_struct)

base class — `bpy_struct`

class `bpy.types.KeyingSetInfo` (*bpy_struct*)
Callback function defines for builtin Keying Sets

bl_idname

Type string, default ""

bl_label

Type string, default ""

bl_options

Keying set options

Type enum in ['INSERTKEY_NEEDED', 'INSERTKEY_VISUAL', 'INSERTKEY_XYZ_TO_RGB'], default 'INSERTKEY_NEEDED'

poll (*context*)

Test if Keying Set can be used or not

Return type boolean

iterator (*context, ks*)

Call generate() on the structs which have properties to be keyframed

generate (*context, ks, data*)

Add Paths to the Keying Set to keyframe the properties of the given data

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `KeyingSet.type_info`

1.3.248 KeyingSetPath(bpy_struct)

base class — `bpy_struct`

class `bpy.types.KeyingSetPath` (*bpy_struct*)
Path to a setting for use in a Keying Set

array_index

Index to the specific setting if applicable

Type int in [-inf, inf], default 0

bl_options

Keying set options

Type enum in ['INSERTKEY_NEEDED', 'INSERTKEY_VISUAL', 'INSERTKEY_XYZ_TO_RGB'], default 'INSERTKEY_NEEDED'

data_path

Path to property setting

Type string, default ""

group

Name of Action Group to assign setting(s) for this path to

Type string, default ""

group_method

Method used to define which Group-name to use

Type enum in ['NAMED', 'NONE', 'KEYINGSET'], default 'NAMED'

id

ID-Block that keyframes for Keying Set should be added to (for Absolute Keying Sets only)

Type ID

id_type

Type of ID-block that can be used

Type enum in ['ACTION', 'ARMATURE', 'BRUSH', 'CAMERA', 'CURVE', 'FONT', 'GREASEPENCIL', 'GROUP', 'IMAGE', 'KEY', 'LAMP', 'LIBRARY', 'LATTICE', 'MATERIAL', 'META', 'MESH', 'NODETREE', 'OBJECT', 'PARTICLE', 'SCENE', 'SCREEN', 'SOUND', 'TEXT', 'TEXTURE', 'WORLD', 'WINDOWMANAGER'], default 'OBJECT'

use_entire_array

When an 'array/vector' type is chosen (Location, Rotation, Color, etc.), entire array is to be used

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `KeyingSet.paths`
- `KeyingSetPaths.active`
- `KeyingSetPaths.add`
- `KeyingSetPaths.remove`

1.3.249 KeyingSetPaths(bpy_struct)

base class — `bpy_struct`

class `bpy.types.KeyingSetPaths` (*bpy_struct*)

Collection of keying set paths

active

Active Keying Set used to insert/delete keyframes

Type `KeyingSetPath`

active_index

Current Keying Set index

Type `int` in `[-inf, inf]`, default 0

add (*target_id*, *data_path*, *index=-1*, *group_method='KEYINGSET'*, *group_name=""*)

Add a new path for the Keying Set.

Parameters

- **target_id** (`ID`) – Target ID, ID-Datablock for the destination.
- **data_path** (*string*) – Data-Path, RNA-Path to destination property.
- **index** (*int* in `[-1, inf]`, (*optional*)) – Index, The index of the destination property (i.e. axis of Location/Rotation/etc.), or -1 for the entire array.
- **group_method** (*enum* in `['NAMED', 'NONE', 'KEYINGSET']`, (*optional*)) – Grouping Method, Method used to define which Group-name to use.
- **group_name** (*string*, (*optional*)) – Group Name, Name of Action Group to assign destination to (only if grouping mode is to use this name).

Returns New Path, Path created and added to the Keying Set

Return type `KeyingSetPath`

remove (*path*)

Remove the given path from the Keying Set.

Parameters

- **path** (`KeyingSetPath`, (never None)) – Path

clear ()

Remove all the paths from the Keying Set.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `KeyingSet.paths`

1.3.250 KeyingSets(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.KeyingSets` (`bpy_struct`)
Scene keying sets

active

Active Keying Set used to insert/delete keyframes

Type `KeyingSet`

active_index

Current Keying Set index (negative for ‘builtin’ and positive for ‘absolute’)

Type `int` in `[-inf, inf]`, default 0

new (`name="KeyingSet"`)

Add a new Keying Set to Scene.

Parameters

- **name** (*string, (optional)*) – Name, Name of Keying Set

Returns Newly created Keying Set.

Return type `KeyingSet`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.keying_sets`

1.3.251 KeyingSetsAll(bpy_struct)

base class — `bpy_struct`

class `bpy.types.KeyingSetsAll` (*bpy_struct*)

All available keying sets

active

Active Keying Set used to insert/delete keyframes

Type `KeyingSet`

active_index

Current Keying Set index (negative for ‘builtin’ and positive for ‘absolute’)

Type `int` in `[-inf, inf]`, default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.keying_sets_all`

1.3.252 KinematicConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.KinematicConstraint` (*Constraint*)

Inverse Kinematics

chain_count

How many bones are included in the IK effect - 0 uses all bones

Type int in [0, 255], default 0

distance

Radius of limiting sphere

Type float in [0, 100], default 0.0

ik_type

Type enum in ['COPY_POSE', 'DISTANCE'], default 'COPY_POSE'

iterations

Maximum number of solving iterations

Type int in [1, 10000], default 0

limit_mode

Distances in relation to sphere of influence to allow

Type enum in ['LIMITDIST_INSIDE', 'LIMITDIST_OUTSIDE', 'LIMITDIST_ONSURFACE'], default 'LIMITDIST_INSIDE'

lock_location_x

Constraint position along X axis

Type boolean, default False

lock_location_y

Constraint position along Y axis

Type boolean, default False

lock_location_z

Constraint position along Z axis

Type boolean, default False

lock_rotation_x

Constraint rotation along X axis

Type boolean, default False

lock_rotation_y

Constraint rotation along Y axis

Type boolean, default False

lock_rotation_z

Constraint rotation along Z axis

Type boolean, default False

orient_weight

For Tree-IK: Weight of orientation control for this target

Type float in [0.01, 1], default 0.0

pole_angle

Pole rotation offset

Type float in [-3.14159, 3.14159], default 0.0

pole_subtarget

Type string, default ""

pole_target

Object for pole rotation

Type [Object](#)

reference_axis

Constraint axis Lock options relative to Bone or Target reference

Type enum in ['BONE', 'TARGET'], default 'BONE'

subtarget

Type string, default ""

target

Target Object

Type [Object](#)

use_location

Chain follows position of target

Type boolean, default False

use_rotation

Chain follows rotation of target

Type boolean, default False

use_stretch

Enable IK Stretching

Type boolean, default False

use_tail

Include bone's tail as last element in chain

Type boolean, default False

use_target

Disable for targetless IK

Type boolean, default False

weight

For Tree-IK: Weight of position control for this target

Type float in [0.01, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.253 Lamp(ID)

base classes — `bpy_struct`, `ID`

subclasses — `SpotLamp`, `AreaLamp`, `HemiLamp`, `PointLamp`, `SunLamp`

class `bpy.types.Lamp` (*ID*)

Lamp datablock for lighting a scene

active_texture

Active texture slot being displayed

Type `Texture`

active_texture_index

Index of active texture slot

Type int in [0, 17], default 0

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

color

Light color

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

distance

Falloff distance - the light is at half the original intensity at this point

Type float in [0, inf], default 0.0

energy

Amount of light that the lamp emits

Type float in [-inf, inf], default 0.0

texture_slots

Texture slots defining the mapping and influence of textures

Type `LampTextureSlots` collection of `LampTextureSlot`, (readonly)

type

Type of Lamp

Type enum in ['POINT', 'SUN', 'SPOT', 'HEMI', 'AREA'], default 'POINT'

use_diffuse

Lamp does diffuse shading

Type boolean, default False

use_negative

Lamp casts negative light

Type boolean, default False

use_own_layer

Illuminates objects only on the same layer the lamp is on

Type boolean, default False

use_specular

Lamp creates specular highlights

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.lamps`
- `MainLamps.new`
- `MainLamps.remove`

1.3.254 LampSkySettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.LampSkySettings` (*bpy_struct*)
Sky related settings for a sun lamp

atmosphere_distance_factor

Multiplier to convert blender units to physical distance

Type float in [0, 500], default 0.0

atmosphere_extinction

Extinction scattering contribution factor

Type float in [0, 1], default 0.0

atmosphere_inscattering

Scatter contribution factor

Type float in [0, 1], default 0.0

atmosphere_turbidity

Sky turbidity

Type float in [1, 30], default 0.0

backscattered_light

Backscattered light

Type float in [-1, 1], default 0.0**horizon_brightness**

Horizon brightness

Type float in [0, 20], default 0.0**sky_blend**

Blend factor with sky

Type float in [0, 2], default 0.0**sky_blend_type**

Blend mode for combining sun sky with world sky

Type enum in ['MIX', 'ADD', 'MULTIPLY', 'SUBTRACT', 'SCREEN', 'DIVIDE', 'DIFFERENCE', 'DARKEN', 'LIGHTEN', 'OVERLAY', 'DODGE', 'BURN', 'HUE', 'SATURATION', 'VALUE', 'COLOR'], default 'MIX'**sky_color_space**

Color space to use for internal XYZ->RGB color conversion

Type enum in ['SMPTE', 'REC709', 'CIE'], default 'SMPTE'**sky_exposure**

Strength of sky shading exponential exposure correction

Type float in [0, 20], default 0.0**spread**

Horizon Spread

Type float in [0, 10], default 0.0**sun_brightness**

Sun brightness

Type float in [0, 10], default 0.0**sun_intensity**

Sun intensity

Type float in [0, 10], default 0.0**sun_size**

Sun size

Type float in [0, 10], default 0.0**use_atmosphere**

Apply sun effect on atmosphere

Type boolean, default False**use_sky**

Apply sun effect on sky

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SunLamp.sky`

1.3.255 LampTextureSlot(TextureSlot)

base classes — `bpy_struct`, `TextureSlot`

class `bpy.types.LampTextureSlot` (*TextureSlot*)
Texture slot for textures in a Lamp datablock

color_factor

Amount texture affects color values

Type float in [-inf, inf], default 0.0

object

Object to use for mapping with Object texture coordinates

Type `Object`

shadow_factor

Amount texture affects shadow

Type float in [-inf, inf], default 0.0

texture_coords

Type enum in ['GLOBAL', 'VIEW', 'OBJECT'], default 'GLOBAL'

use_map_color

Lets the texture affect the basic color of the lamp

Type boolean, default False

use_map_shadow

Lets the texture affect the shadow color of the lamp

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `TextureSlot.name`
- `TextureSlot.blend_type`
- `TextureSlot.color`
- `TextureSlot.default_value`
- `TextureSlot.invert`
- `TextureSlot.offset`
- `TextureSlot.output_node`
- `TextureSlot.use_rgb_to_intensity`
- `TextureSlot.scale`
- `TextureSlot.use_stencil`
- `TextureSlot.texture`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Lamp.texture_slots`
- `LampTextureSlots.add`
- `LampTextureSlots.create`

1.3.256 LampTextureSlots(bpy_struct)

base class — `bpy_struct`

class `bpy.types.LampTextureSlots` (*bpy_struct*)

Collection of texture slots

classmethod `add()`

Add a number of points to this spline.

Returns The newly initialized `mtx`.

Return type `LampTextureSlot`

classmethod `create(index)`

Add a number of points to this spline.

Parameters

- **index** (*int in [0, inf]*) – Index, Slot index to initialize.

Returns The newly initialized `mtx`.

Return type `LampTextureSlot`

classmethod `clear(index)`

Add a number of points to this spline.

Parameters

- **index** (*int in [0, inf]*) – Index, Slot index to clear.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Lamp.texture_slots`

1.3.257 Lattice(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Lattice` (*ID*)

Lattice datablock defining a grid for deforming other objects

interpolation_type_u

Type enum in ['KEY_LINEAR', 'KEY_CARDINAL', 'KEY_BSPLINE'], default 'KEY_LINEAR'

interpolation_type_v

Type enum in ['KEY_LINEAR', 'KEY_CARDINAL', 'KEY_BSPLINE'], default 'KEY_LINEAR'

interpolation_type_w

Type enum in ['KEY_LINEAR', 'KEY_CARDINAL', 'KEY_BSPLINE'], default 'KEY_LINEAR'

points

Points of the lattice

Type Collection of `LatticePoint`, (readonly)

points_u

Points in U direction (can't be changed when there are shape keys)

Type int in [1, 64], default 0

points_v

Points in V direction (can't be changed when there are shape keys)

Type int in [1, 64], default 0

points_w

Points in W direction (can't be changed when there are shape keys)

Type int in [1, 64], default 0

shape_keys

Type `Key`, (readonly)

use_outside

Only draw, and take into account, the outer vertices

Type boolean, default False

vertex_group

Vertex group to apply the influence of the lattice

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`

- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.lattices`
- `MainLattices.new`
- `MainLattices.remove`

1.3.258 LatticeModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.LatticeModifier` (*Modifier*)

Lattice deformation modifier

object

Lattice object to deform with

Type `Object`

vertex_group

Vertex group name

Type `string`, default `""`

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`

- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.259 LatticePoint(bpy_struct)

base class — `bpy_struct`

class `bpy.types.LatticePoint` (*bpy_struct*)

Point in the lattice grid

co

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`, (readonly)

co_deform

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

groups

Weights for the vertex groups this point is member of

Type Collection of `VertexGroupElement`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`

- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Lattice.points`

1.3.260 Library(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Library` (*ID*)

External .blend file from which data is linked

filepath

Path to the library .blend file

Type string, default ""

parent

Type `Library`, (readonly)

users_id

ID datablocks which use this library (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.libraries`
- `ID.library`
- `Library.parent`

1.3.261 LimitDistanceConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.LimitDistanceConstraint` (*Constraint*)

Limits the distance from target object

distance

Radius of limiting sphere

Type float in [0, 100], default 0.0

limit_mode

Distances in relation to sphere of influence to allow

Type enum in ['LIMITDIST_INSIDE', 'LIMITDIST_OUTSIDE', 'LIMITDIST_ONSURFACE'], default 'LIMITDIST_INSIDE'

subtarget

Type string, default ""

target

Target Object

Type Object

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`

- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.262 LimitLocationConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.LimitLocationConstraint` (*Constraint*)

Limits the location of the constrained object

max_x

Highest X value to allow

Type float in [-1000, 1000], default 0.0

max_y

Highest Y value to allow

Type float in [-1000, 1000], default 0.0

max_z

Highest Z value to allow

Type float in [-1000, 1000], default 0.0

min_x

Lowest X value to allow

Type float in [-1000, 1000], default 0.0

min_y

Lowest Y value to allow

Type float in [-1000, 1000], default 0.0

min_z

Lowest Z value to allow

Type float in [-1000, 1000], default 0.0

use_max_x

Use the maximum X value

Type boolean, default False

use_max_y

Use the maximum Y value

Type boolean, default False

use_max_z

Use the maximum Z value

Type boolean, default False

use_min_x

Use the minimum X value

Type boolean, default False

use_min_y

Use the minimum Y value

Type boolean, default False

use_min_z

Use the minimum Z value

Type boolean, default False

use_transform_limit

Transforms are affected by this constraint as well

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.263 LimitRotationConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.LimitRotationConstraint` (*Constraint*)

Limits the rotation of the constrained object

max_x

Highest X value to allow

Type float in [-1000, 1000], default 0.0

max_y

Highest Y value to allow

Type float in [-1000, 1000], default 0.0

max_z

Highest Z value to allow

Type float in [-1000, 1000], default 0.0

min_x

Lowest X value to allow

Type float in [-1000, 1000], default 0.0

min_y

Lowest Y value to allow

Type float in [-1000, 1000], default 0.0

min_z

Lowest Z value to allow

Type float in [-1000, 1000], default 0.0

use_limit_x

Use the minimum X value

Type boolean, default False

use_limit_y

Use the minimum Y value

Type boolean, default False**use_limit_z**

Use the minimum Z value

Type boolean, default False**use_transform_limit**

Transforms are affected by this constraint as well

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.264 LimitScaleConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.LimitScaleConstraint` (*Constraint*)

Limits the scaling of the constrained object

max_x

Highest X value to allow

Type float in [-1000, 1000], default 0.0

max_y

Highest Y value to allow

Type float in [-1000, 1000], default 0.0

max_z

Highest Z value to allow

Type float in [-1000, 1000], default 0.0

min_x

Lowest X value to allow

Type float in [-1000, 1000], default 0.0

min_y

Lowest Y value to allow

Type float in [-1000, 1000], default 0.0

min_z

Lowest Z value to allow

Type float in [-1000, 1000], default 0.0

use_max_x

Use the maximum X value

Type boolean, default False

use_max_y

Use the maximum Y value

Type boolean, default False

use_max_z

Use the maximum Z value

Type boolean, default False

use_min_x

Use the minimum X value

Type boolean, default False

use_min_y

Use the minimum Y value

Type boolean, default False

use_min_z

Use the minimum Z value

Type boolean, default False

use_transform_limit

Transforms are affected by this constraint as well

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.265 LockedTrackConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.LockedTrackConstraint` (*Constraint*)

Points toward the target along the track axis, while locking the other axis

lock_axis

Axis that points upward

Type enum in ['LOCK_X', 'LOCK_Y', 'LOCK_Z'], default 'LOCK_X'

subtarget

Type string, default ""

target

Target Object

Type Object

track_axis

Axis that points to the target object

Type enum in ['TRACK_X', 'TRACK_Y', 'TRACK_Z', 'TRACK_NEGATIVE_X', 'TRACK_NEGATIVE_Y', 'TRACK_NEGATIVE_Z'], default 'TRACK_X'

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.266 Macro(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Macro` (`bpy_struct`)

Storage of a macro operator being executed, or registered after execution

bl_description

Type string, default ""

bl_idname

Type string, default ""

bl_label

Type string, default ""

bl_options

Options for this operator type

Type enum in ['REGISTER', 'UNDO', 'BLOCKING', 'MACRO', 'GRAB_POINTER'], default 'REGISTER'

name

Type string, default "", (readonly)

properties

Type `OperatorProperties`, (readonly, never None)

report (*type, message*)

report

Parameters

- **type** (*enum in ['DEBUG', 'INFO', 'OPERATOR', 'WARNING', 'ERROR', 'ERROR_INVALID_INPUT', 'ERROR_INVALID_CONTEXT', 'ERROR_OUT_OF_MEMORY']*) – Type
- **message** (*string*) – Report Message

classmethod poll (*context=None*)

Test if the operator can be called or not.

Return type boolean

draw (*context=None*)

Draw function for the operator.

define (*opname*)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.267 MagicTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.MagicTexture` (*Texture*)

Procedural noise texture

noise_depth

Sets the depth of the cloud calculation

Type int in [0, 30], default 0

turbulence

Sets the turbulence of the bandnoise and ringnoise types

Type float in [0.0001, inf], default 0.0

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.268 MainActions(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MainActions` (*bpy_struct*)

Collection of actions

new (*name*)

Add a new action to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New action datablock.

Return type `Action`

remove (*action*)

Remove a action from the current blendfile.

Parameters

- **action** (`Action`, (never `None`)) – Action to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`

- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.actions`

1.3.269 MainArmatures(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainArmatures` (*bpy_struct*)
Collection of armatures

new (*name*)

Add a new armature to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New armature datablock.

Return type `Armature`

remove (*armature*)

Remove a armature from the current blendfile.

Parameters

- **armature** (`Armature`, (never `None`)) – Armature to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.armatures`

1.3.270 MainBrushes(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MainBrushes` (*bpy_struct*)
Collection of brushes

new (*name*)

Add a new brush to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New brush datablock.

Return type `Brush`

remove (*brush*)

Remove a brush from the current blendfile.

Parameters

- **brush** (`Brush`, (never `None`)) – Brush to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.brushes`

1.3.271 MainCameras(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainCameras` (*bpy_struct*)
Collection of cameras

new (*name*)

Add a new camera to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New camera datablock.

Return type `Camera`

remove (*camera*)

Remove a camera from the current blendfile.

Parameters

- **camera** (`Camera`, (never `None`)) – Camera to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.cameras`

1.3.272 MainCurves(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MainCurves` (*bpy_struct*)
Collection of curves

new (*name*, *type*)

Add a new curve to the main database

Parameters

- **name** (*string*) – New name for the datablock.
- **type** (*enum in ['CURVE', 'SURFACE', 'TEXT']*) – Type, The type of curve to add

Returns New curve datablock.

Return type `Curve`

remove (*curve*)

Remove a curve from the current blendfile.

Parameters

- **curve** (`Curve`, (never `None`)) – Curve to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.curves`

1.3.273 MainFonts(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainFonts` (`bpy_struct`)

Collection of fonts

load (`filepath`)

Load a new font into the main database

Parameters

- **filepath** (`string`) – path of the font to load.

Returns New font datablock.

Return type `VectorFont`

remove (`vfont`)

Remove a font from the current blendfile.

Parameters

- **vfont** (`VectorFont`, (never `None`)) – Font to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.fonts`

1.3.274 MainGroups(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainGroups` (*bpy_struct*)
Collection of groups

new (*name*)

Add a new group to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New group datablock.

Return type `Group`

remove (*group*)

Remove a group from the current blendfile.

Parameters

- **group** (`Group`, (never `None`)) – Group to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.groups`

1.3.275 MainImages(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MainImages` (*bpy_struct*)

Collection of images

new (*name*, *width=1024*, *height=1024*, *alpha=False*, *float_buffer=False*)

Add a new image to the main database

Parameters

- **name** (*string*) – New name for the datablock.
- **width** (*int in [1, inf]*, (*optional*)) – Width of the image.
- **height** (*int in [1, inf]*, (*optional*)) – Height of the image.
- **alpha** (*boolean*, (*optional*)) – Alpha, Use alpha channel
- **float_buffer** (*boolean*, (*optional*)) – Float Buffer, Create an image with floating point color

Returns New image datablock.

Return type `Image`

load (*filepath*)

Load a new image into the main database

Parameters

- **filepath** (*string*) – path of the file to load.

Returns New image datablock.

Return type `Image`

remove (*image*)

Remove an image from the current blendfile.

Parameters

- **image** (`Image`, (never `None`)) – Image to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.images`

1.3.276 MainLamps(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainLamps` (*bpy_struct*)
Collection of lamps

new (*name*)

Add a new lamp to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New lamp datablock.

Return type `Lamp`

remove (*lamp*)

Remove a lamp from the current blendfile.

Parameters

- **lamp** (`Lamp`, (never `None`)) – Lamp to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.lamps`

1.3.277 MainLattices(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainLattices` (*bpy_struct*)
Collection of lattices

new (*name*)

Add a new lattice to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New lattices datablock.

Return type `Lattice`

remove (*lattice*)

Remove a lattice from the current blendfile.

Parameters

- **lattice** (`Lattice`, (never `None`)) – Lattice to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.lattices`

1.3.278 MainMaterials(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainMaterials` (*bpy_struct*)
Collection of materials

new (*name*)

Add a new material to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New material datablock.

Return type `Material`

remove (*material*)

Remove a material from the current blendfile.

Parameters

- **material** (`Material`, (never `None`)) – Material to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.materials`

1.3.279 MainMeshes(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainMeshes` (*bpy_struct*)
Collection of meshes

new (*name*)
Add a new mesh to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New mesh datablock.

Return type `Mesh`

remove (*mesh*)
Remove a mesh from the current blendfile.

Parameters

- **mesh** (`Mesh`, (never `None`)) – Mesh to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.meshes`

1.3.280 MainMetaBalls(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainMetaBalls` (*bpy_struct*)
Collection of metaballs

new (*name*)

Add a new metaball to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New metaball datablock.

Return type `MetaBall`

remove (*metaball*)

Remove a metaball from the current blendfile.

Parameters

- **metaball** (`MetaBall`, (never `None`)) – `MetaBall` to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.metaballs`

1.3.281 MainNodeTrees(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainNodeTrees` (*bpy_struct*)
Collection of node trees

new (*name, type*)

Add a new node tree to the main database

Parameters

- **name** (*string*) – New name for the datablock.
- **type** (*enum in ['SHADER', 'COMPOSITE', 'TEXTURE']*) – Type, The type of `node_group` to add

Returns New node tree datablock.

Return type `NodeTree`

remove (*tree*)

Remove a node tree from the current blendfile.

Parameters

- **tree** (`NodeTree`, (never `None`)) – Node tree to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.node_groups`

1.3.282 MainObjects(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MainObjects` (*bpy_struct*)
Collection of objects

new (*name*, *object_data*)
Add a new object to the main database

Parameters

- **name** (*string*) – New name for the datablock.
- **object_data** (*ID*) – Object data or None for an empty object.

Returns New object datablock.

Return type `Object`

remove (*object*)
Remove a object from the current blendfile.

Parameters

- **object** (`Object`, (never None)) – Object to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.objects`

1.3.283 MainParticles(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainParticles` (*bpy_struct*)

Collection of particle settings

new (*name*)

Add a new particle settings instance to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New particle settings datablock.

Return type `ParticleSettings`

remove (*particle*)

Remove a particle settings instance from the current blendfile.

Parameters

- **particle** (`ParticleSettings`, (never None)) – Particle Settings to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.particles`

1.3.284 MainScenes(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainScenes` (*bpy_struct*)
Collection of scenes

new (*name*)

Add a new scene to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New scene datablock.

Return type `Scene`

remove (*scene*)

Remove a scene from the current blendfile.

Parameters

- **scene** (`Scene`, (never `None`)) – Scene to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.scenes`

1.3.285 MainTexts(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MainTexts` (*bpy_struct*)
Collection of texts

new (*name*)

Add a new text to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New text datablock.

Return type `Text`

remove (*text*)

Remove a text from the current blendfile.

Parameters

- **text** (`Text`, (never `None`)) – Text to remove.

load (*filepath*)

Add a new text to the main database from a file

Parameters

- **filepath** (*string*) – path for the datablock.

Returns New text datablock.

Return type `Text`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.texts`

1.3.286 MainTextures(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MainTextures` (*bpy_struct*)
Collection of groups

new (*name, type*)
Add a new texture to the main database

Parameters

- **name** (*string*) – New name for the datablock.
- **type** (*enum in ['NONE', 'BLEND', 'CLOUDS', 'DISTORTED_NOISE', 'ENVIRONMENT_MAP', 'IMAGE', 'MAGIC', 'MARBLE', 'MUSGRAVE', 'NOISE', 'POINT_DENSITY', 'STUCCI', 'VORONOI', 'VOXEL_DATA', 'WOOD']*) – Type, The type of texture to add

Returns New texture datablock.

Return type `Texture`

remove (*texture*)
Remove a texture from the current blendfile.

Parameters

- **texture** (`Texture`, (never `None`)) – Texture to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.textures`

1.3.287 MainWorlds(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MainWorlds` (`bpy_struct`)
Collection of worlds

new (*name*)

Add a new world to the main database

Parameters

- **name** (*string*) – New name for the datablock.

Returns New world datablock.

Return type `World`

remove (*world*)

Remove a world from the current blendfile.

Parameters

- **world** (`World`, (never `None`)) – World to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlendData.worlds`

1.3.288 MaintainVolumeConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.MaintainVolumeConstraint` (*Constraint*)

Maintains a constant volume along a single scaling axis

free_axis

The free scaling axis of the object

Type enum in ['SAMEVOL_X', 'SAMEVOL_Y', 'SAMEVOL_Z'], default 'SAMEVOL_X'

volume

Volume of the bone at rest

Type float in [0.001, 100], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`

- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.289 MarbleTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.MarbleTexture` (*Texture*)

Procedural noise texture

marble_type

Type enum in ['SOFT', 'SHARP', 'SHARPER'], default 'SOFT'

nabla

Size of derivative offset used for calculating normal

Type float in [0.001, 0.1], default 0.0

noise_basis

Sets the noise basis used for turbulence

Type enum in ['BLENDER_ORIGINAL', 'ORIGINAL_PERLIN', 'IMPROVED_PERLIN', 'VORONOI_F1', 'VORONOI_F2', 'VORONOI_F3', 'VORONOI_F4', 'VORONOI_F2_F1', 'VORONOI_CRACKLE', 'CELL_NOISE'], default 'BLENDER_ORIGINAL'

noise_depth

Sets the depth of the cloud calculation

Type int in [0, 30], default 0

noise_scale

Sets scaling for noise input

Type float in [0.0001, inf], default 0.0**noise_type****Type** enum in ['SOFT_NOISE', 'HARD_NOISE'], default 'SOFT_NOISE'**noisebasis_2****Type** enum in ['SIN', 'SAW', 'TRI'], default 'SIN'**turbulence**

Sets the turbulence of the bandnoise and ringnoise types

Type float in [0.0001, inf], default 0.0**users_material**

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.290 MaskModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.MaskModifier` (*Modifier*)

Mask modifier to hide parts of the mesh

armature

Armature to use as source of bones to mask

Type `Object`

invert_vertex_group

Use vertices that are not part of region defined

Type `boolean`, default `False`

mode

Type `enum` in [`'VERTEX_GROUP'`, `'ARMATURE'`], default `'VERTEX_GROUP'`

vertex_group

Vertex group name

Type `string`, default `""`

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.291 Material(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Material` (*ID*)

Material datablock to defined the appearance of geometric objects for rendering

active_node_material

Active node material

Type `Material`

active_texture

Active texture slot being displayed

Type `Texture`

active_texture_index

Index of active texture slot

Type `int` in `[0, 17]`, default `0`

alpha

Alpha transparency of the material

Type `float` in `[0, 1]`, default `0.0`

ambient

Amount of global ambient color the material receives

Type `float` in `[0, 1]`, default `0.0`

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

darkness

Minnaert darkness

Type `float` in `[0, 2]`, default `0.0`

diffuse_color

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

diffuse_fresnel

Power of Fresnel

Type float in [0, 5], default 0.0

diffuse_fresnel_factor

Blending factor of Fresnel

Type float in [0, 5], default 0.0

diffuse_intensity

Amount of diffuse reflection

Type float in [0, 1], default 0.0

diffuse_ramp

Color ramp used to affect diffuse shading

Type `ColorRamp`, (readonly)

diffuse_ramp_blend

Type enum in ['MIX', 'ADD', 'MULTIPLY', 'SUBTRACT', 'SCREEN', 'DIVIDE', 'DIFFERENCE', 'DARKEN', 'LIGHTEN', 'OVERLAY', 'DODGE', 'BURN', 'HUE', 'SATURATION', 'VALUE', 'COLOR', 'SOFT_LIGHT', 'LINEAR_LIGHT'], default 'MIX'

diffuse_ramp_factor

Blending factor (also uses alpha in Colorband)

Type float in [0, 1], default 0.0

diffuse_ramp_input

Type enum in ['SHADER', 'ENERGY', 'NORMAL', 'RESULT'], default 'SHADER'

diffuse_shader

Type enum in ['LAMBERT', 'OREN_NAYAR', 'TOON', 'MINNAERT', 'FRESNEL'], default 'LAMBERT'

diffuse_toon_size

Size of diffuse toon area

Type float in [0, 3.14], default 0.0

diffuse_toon_smooth

Smoothness of diffuse toon area

Type float in [0, 1], default 0.0

emit

Amount of light to emit

Type float in [0, inf], default 0.0

halo

Halo settings for the material

Type `MaterialHalo`, (readonly, never None)

invert_z

Renders material's faces with an inverted Z buffer (scanline only)

Type boolean, default False

light_group

Limit lighting to lamps in this Group

Type Group

mirror_color

Mirror color of the material

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

node_tree

Node tree for node based materials

Type NodeTree, (readonly)

offset_z

Gives faces an artificial offset in the Z buffer for Z transparency

Type float in [-inf, inf], default 0.0

physics

Game physics settings

Type MaterialPhysics, (readonly, never None)

preview_render_type

Type of preview render

Type enum in ['FLAT', 'SPHERE', 'CUBE', 'MONKEY', 'HAIR', 'SPHERE_A'], default 'FLAT'

raytrace_mirror

Raytraced reflection settings for the material

Type MaterialRaytraceMirror, (readonly, never None)

raytrace_transparency

Raytraced transparency settings for the material

Type MaterialRaytraceTransparency, (readonly, never None)

roughness

Oren-Nayar Roughness

Type float in [0, 3.14], default 0.0

shadow_buffer_bias

Factor to multiply shadow buffer bias with (0 is ignore.)

Type float in [0, 10], default 0.0

shadow_cast_alpha

Shadow casting alpha, in use for Irregular and Deep shadow buffer

Type float in [0.001, 1], default 0.0

shadow_ray_bias

Shadow raytracing bias to prevent terminator problems on shadow boundary

Type float in [0, 0.25], default 0.0

specular_alpha

Alpha transparency for specular areas

Type float in [0, 1], default 0.0

specular_color

Specular color of the material

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

specular_hardness

Type int in [1, 511], default 0

specular_intensity

Type float in [0, 1], default 0.0

specular_ior

Type float in [1, 10], default 0.0

specular_ramp

Color ramp used to affect specular shading

Type `ColorRamp`, (readonly)

specular_ramp_blend

Type enum in ['MIX', 'ADD', 'MULTIPLY', 'SUBTRACT', 'SCREEN', 'DIVIDE', 'DIFFERENCE', 'DARKEN', 'LIGHTEN', 'OVERLAY', 'DODGE', 'BURN', 'HUE', 'SATURATION', 'VALUE', 'COLOR', 'SOFT_LIGHT', 'LINEAR_LIGHT'], default 'MIX'

specular_ramp_factor

Blending factor (also uses alpha in Colorband)

Type float in [0, 1], default 0.0

specular_ramp_input

Type enum in ['SHADER', 'ENERGY', 'NORMAL', 'RESULT'], default 'SHADER'

specular_shader

Type enum in ['COOKTORR', 'PHONG', 'BLINN', 'TOON', 'WARDISO'], default 'COOKTORR'

specular_slope

The standard deviation of surface slope

Type float in [0, 0.4], default 0.0

specular_toon_size

Size of specular toon area

Type float in [0, 1.53], default 0.0

specular_toon_smooth

Smoothness of specular toon area

Type float in [0, 1], default 0.0

strand

Strand settings for the material

Type `MaterialStrand`, (readonly, never None)

subsurface_scattering

Subsurface scattering settings for the material

Type `MaterialSubsurfaceScattering`, (readonly, never None)

texture_slots

Texture slots defining the mapping and influence of textures

Type `MaterialTextureSlots` collection of `MaterialTextureSlot`, (readonly)

translucency

Amount of diffuse shading on the back side

Type float in [0, 1], default 0.0

transparency_method

Method to use for rendering transparency

Type enum in ['Z_TRANSPARENCY', 'RAYTRACE'], default 'Z_TRANSPARENCY'

type

Material type defining how the object is rendered

Type enum in ['SURFACE', 'WIRE', 'VOLUME', 'HALO'], default 'SURFACE'

use_cast_approximate

Allow this material to cast shadows when using approximate ambient occlusion.

Type boolean, default False

use_cast_buffer_shadows

Allow this material to cast shadows from shadow buffer lamps

Type boolean, default False

use_cast_shadows_only

Makes objects with this material appear invisible, only casting shadows (not rendered)

Type boolean, default False

use_cubic

Use cubic interpolation for diffuse values, for smoother transitions

Type boolean, default False

use_diffuse_ramp

Toggle diffuse ramp operations

Type boolean, default False

use_face_texture

Replaces the object's base color with color from face assigned image textures

Type boolean, default False

use_face_texture_alpha

Replaces the object's base alpha value with alpha from face assigned image textures

Type boolean, default False

use_full_oversampling

Force this material to render full shading/textures for all anti-aliasing samples

Type boolean, default False

use_light_group_exclusive

Material uses the light group exclusively - these lamps are excluded from other scene lighting

Type boolean, default False

use_mist

Use mist with this material (in world settings)

Type boolean, default False

use_nodes

Use shader nodes to render the material

Type boolean, default False

use_object_color

Modulate the result with a per-object color

Type boolean, default False

use_only_shadow

Renders shadows as the material's alpha value, making materials transparent except for shadowed areas

Type boolean, default False

use_ray_shadow_bias

Prevents raytraced shadow errors on surfaces with smooth shaded normals (terminator problem)

Type boolean, default False

use_raytrace

Include this material and geometry that uses it in ray tracing calculations

Type boolean, default False

use_shadeless

Makes this material insensitive to light or shadow

Type boolean, default False

use_shadows

Allows this material to receive shadows

Type boolean, default False

use_sky

Renders this material with zero alpha, with sky background in place (scanline only)

Type boolean, default False

use_specular_ramp

Toggle specular ramp operations

Type boolean, default False

use_tangent_shading

Use the material's tangent vector instead of the normal for shading - for anisotropic shading effects

Type boolean, default False

use_textures

Enable/Disable each texture

Type boolean array of 18 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)

use_transparency

Render material as transparent

Type boolean, default False

use_transparent_shadows

Allow this object to receive transparent shadows casted through other objects

Type boolean, default False

use_vertex_color_light

Add vertex colors as additional lighting

Type boolean, default False

use_vertex_color_paint

Replaces object base color with vertex colors (multiplies with 'texture face' face assigned textures)

Type boolean, default False

volume

Volume settings for the material

Type `MaterialVolume`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.materials`
- `Curve.materials`
- `IDMaterials.append`
- `IDMaterials.pop`

- `MainMaterials.new`
- `MainMaterials.remove`
- `Material.active_node_material`
- `MaterialSlot.material`
- `Mesh.materials`
- `MetaBall.materials`
- `Object.active_material`
- `RenderLayer.material_override`
- `SceneRenderLayer.material_override`
- `ShaderNodeExtendedMaterial.material`
- `ShaderNodeMaterial.material`
- `TouchSensor.material`

1.3.292 MaterialHalo(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MaterialHalo` (*bpy_struct*)
Halo particle effect settings for a Material datablock

add

Sets the strength of the add effect

Type float in [0, 1], default 0.0

flare_boost

Gives the flare extra strength

Type float in [0.1, 10], default 0.0

flare_seed

Specifies an offset in the flare seed table

Type int in [0, 255], default 0

flare_size

Sets the factor by which the flare is larger than the halo

Type float in [0.1, 25], default 0.0

flare_subflare_count

Sets the number of subflares

Type int in [1, 32], default 0

flare_subflare_size

Sets the dimension of the subflares, dots and circles

Type float in [0.1, 25], default 0.0

hardness

Sets the hardness of the halo

Type int in [0, 127], default 0

line_count

Sets the number of star shaped lines rendered over the halo

Type int in [0, 250], default 0

ring_count

Sets the number of rings rendered over the halo

Type int in [0, 24], default 0

seed

Randomizes ring dimension and line location

Type int in [0, 255], default 0

size

Sets the dimension of the halo

Type float in [0, 100], default 0.0

star_tip_count

Sets the number of points on the star shaped halo

Type int in [3, 50], default 0

use_extreme_alpha

Uses extreme alpha

Type boolean, default False

use_flare_mode

Renders halo as a lensflare

Type boolean, default False

use_lines

Renders star shaped lines over halo

Type boolean, default False

use_ring

Renders rings over halo

Type boolean, default False

use_shaded

Lets halo receive light and shadows from external objects

Type boolean, default False

use_soft

Softens the edges of halos at intersections with other geometry

Type boolean, default False

use_star

Renders halo as a star

Type boolean, default False

use_texture

Gives halo a texture

Type boolean, default False

use_vertex_normal

Uses the vertex normal to specify the dimension of the halo

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Material.halo`

1.3.293 MaterialPhysics(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MaterialPhysics` (*`bpy_struct`*)

Physics settings for a Material datablock

damping

Damping of the spring force, when inside the physics distance area

Type float in [0, 1], default 0.0

distance

Distance of the physics area

Type float in [0, 20], default 0.0

elasticity

Elasticity of collisions

Type float in [0, 1], default 0.0

force

Upward spring force, when inside the physics distance area

Type float in [0, 1], default 0.0

friction

Coulomb friction coefficient, when inside the physics distance area

Type float in [0, 100], default 0.0

use_normal_align

Align dynamic game objects along the surface normal, when inside the physics distance area

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Material.physics`

1.3.294 MaterialRaytraceMirror(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MaterialRaytraceMirror` (*bpy_struct*)

Raytraced reflection settings for a Material datablock

depth

Maximum allowed number of light inter-reflections

Type int in [0, 32767], default 0

distance

Maximum distance of reflected rays. Reflections further than this range fade to sky color or material color

Type float in [0, 10000], default 0.0

fade_to

The color that rays with no intersection within the Max Distance take. Material color can be best for indoor scenes, sky color for outdoor

Type enum in ['FADE_TO_SKY', 'FADE_TO_MATERIAL'], default 'FADE_TO_SKY'

fresnel

Power of Fresnel for mirror reflection

Type float in [0, 5], default 0.0

fresnel_factor

Blending factor for Fresnel

Type float in [0, 5], default 0.0

gloss_anisotropic

The shape of the reflection, from 0.0 (circular) to 1.0 (fully stretched along the tangent)

Type float in [0, 1], default 0.0

gloss_factor

The shininess of the reflection. Values < 1.0 give diffuse, blurry reflections

Type float in [0, 1], default 0.0

gloss_samples

Number of cone samples averaged for blurry reflections

Type int in [0, 1024], default 0

gloss_threshold

Threshold for adaptive sampling. If a sample contributes less than this amount (as a percentage), sampling is stopped

Type float in [0, 1], default 0.0

reflect_factor

Sets the amount mirror reflection for raytrace

Type float in [0, 1], default 0.0

use

Enable raytraced reflections

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

References

- `Material.raytrace_mirror`

1.3.295 MaterialRaytraceTransparency(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MaterialRaytraceTransparency` (*bpy_struct*)

Raytraced refraction settings for a Material datablock

depth

Maximum allowed number of light inter-refractions

Type int in [0, 32767], default 0

depth_max

Maximum depth for light to travel through the transparent material before becoming fully filtered (0.0 is disabled)

Type float in [0, 100], default 0.0

falloff

Falloff power for transmissivity filter effect (1.0 is linear)

Type float in [0.1, 10], default 0.0

filter

Amount to blend in the material's diffuse color in raytraced transparency (simulating absorption)

Type float in [0, 1], default 0.0

fresnel

Power of Fresnel for transparency (Ray or ZTransp)

Type float in [0, 5], default 0.0

fresnel_factor

Blending factor for Fresnel

Type float in [1, 5], default 0.0

gloss_factor

The clarity of the refraction. Values < 1.0 give diffuse, blurry refractions

Type float in [0, 1], default 0.0

gloss_samples

Number of cone samples averaged for blurry refractions

Type int in [0, 1024], default 0

gloss_threshold

Threshold for adaptive sampling. If a sample contributes less than this amount (as a percentage), sampling is stopped

Type float in [0, 1], default 0.0

ior

Sets angular index of refraction for raytraced refraction

Type float in [1, 3], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Material.raytrace_transparency`

1.3.296 MaterialSlot(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MaterialSlot` (*bpy_struct*)

Material slot in an object

link

Link material to object or the object's data

Type enum in ['OBJECT', 'DATA'], default 'DATA'

material

Material datablock used by this material slot

Type `Material`

name

Material slot name

Type string, default "", (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.material_slots`

1.3.297 MaterialStrand(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MaterialStrand` (*bpy_struct*)
Strand settings for a Material datablock

blend_distance

Worldspace distance over which to blend in the surface normal

Type float in [0, 10], default 0.0

root_size

Start size of strands in pixels or Blender units

Type float in [0, inf], default 0.0

shape

Positive values make strands rounder, negative makes strands spiky

Type float in [-0.9, 0.9], default 0.0

size_min

Minimum size of strands in pixels

Type float in [0.001, 10], default 0.0

tip_size

End size of strands in pixels or Blender units

Type float in [0, inf], default 0.0

use_blender_units

Use Blender units for widths instead of pixels

Type boolean, default False

use_surface_diffuse

Make diffuse shading more similar to shading the surface

Type boolean, default False, (readonly)

use_tangent_shading

Uses direction of strands as normal for tangent-shading

Type boolean, default False

uv_layer

Name of UV layer to override

Type string, default ""

width_fade

Transparency along the width of the strand

Type float in [0, 2], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Material.strand`

1.3.298 MaterialSubsurfaceScattering(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MaterialSubsurfaceScattering` (*bpy_struct*)

Diffuse subsurface scattering settings for a Material datablock

back

Back scattering weight

Type float in [0, 10], default 0.0

color

Scattering color

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

color_factor

Blend factor for SSS colors

Type float in [0, 1], default 0.0

error_threshold

Error tolerance (low values are slower and higher quality)

Type float in [-inf, inf], default 0.0

front

Front scattering weight

Type float in [0, 2], default 0.0

ior

Index of refraction (higher values are denser)

Type float in [-inf, inf], default 0.0

radius

Mean red/green/blue scattering path length

Type float array of 3 items in [0.001, inf], default (0.0, 0.0, 0.0)

scale

Object scale factor

Type float in [-inf, inf], default 0.0

texture_factor

Texture scating blend factor

Type float in [0, 1], default 0.0

use

Enable diffuse subsurface scating effects in a material

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Material.subsurface_scattering`

1.3.299 MaterialTextureSlot(TextureSlot)

base classes — `bpy_struct`, `TextureSlot`

class `bpy.types.MaterialTextureSlot` (*TextureSlot*)

Texture slot for textures in a Material datablock

alpha_factor

Amount texture affects alpha

Type float in [-inf, inf], default 0.0

ambient_factor

Amount texture affects ambient

Type float in [-inf, inf], default 0.0

density_factor

Amount texture affects density

Type float in [-inf, inf], default 0.0

diffuse_color_factor

Amount texture affects diffuse color

Type float in [-inf, inf], default 0.0

diffuse_factor

Amount texture affects diffuse reflectivity

Type float in [-inf, inf], default 0.0

displacement_factor

Amount texture displaces the surface

Type float in [-inf, inf], default 0.0

emission_color_factor

Amount texture affects emission color

Type float in [-inf, inf], default 0.0

emission_factor

Amount texture affects emission

Type float in [-inf, inf], default 0.0

emit_factor

Amount texture affects emission

Type float in [-inf, inf], default 0.0

hardness_factor

Amount texture affects hardness

Type float in [-inf, inf], default 0.0

mapping

Type enum in ['FLAT', 'CUBE', 'TUBE', 'SPHERE'], default 'FLAT'

mapping_x

Type enum in ['NONE', 'X', 'Y', 'Z'], default 'NONE'

mapping_y

Type enum in ['NONE', 'X', 'Y', 'Z'], default 'NONE'

mapping_z

Type enum in ['NONE', 'X', 'Y', 'Z'], default 'NONE'

mirror_factor

Amount texture affects mirror color

Type float in [-inf, inf], default 0.0

normal_factor

Amount texture affects normal values

Type float in [-inf, inf], default 0.0

normal_map_space

Type enum in ['CAMERA', 'WORLD', 'OBJECT', 'TANGENT'], default 'CAMERA'

object

Object to use for mapping with Object texture coordinates

Type *Object*

raymir_factor

Amount texture affects ray mirror

Type float in [-inf, inf], default 0.0

reflection_color_factor

Amount texture affects color of out-scattered light

Type float in [-inf, inf], default 0.0

reflection_factor

Amount texture affects brightness of out-scattered light

Type float in [-inf, inf], default 0.0

scattering_factor

Amount texture affects scattering

Type float in [-inf, inf], default 0.0

specular_color_factor

Amount texture affects specular color

Type float in [-inf, inf], default 0.0

specular_factor

Amount texture affects specular reflectivity

Type float in [-inf, inf], default 0.0

texture_coords

Type enum in ['GLOBAL', 'OBJECT', 'UV', 'ORCO', 'STRAND', 'STICKY', 'WINDOW', 'NORMAL', 'REFLECTION', 'STRESS', 'TANGENT'], default 'GLOBAL'

translucency_factor

Amount texture affects translucency

Type float in [-inf, inf], default 0.0

transmission_color_factor

Amount texture affects result color after light has been scattered/absorbed

Type float in [-inf, inf], default 0.0

use

Enable this material texture slot

Type boolean, default False

use_from_dupli

Dupli's instanced from verts, faces or particles, inherit texture coordinate from their parent

Type boolean, default False

use_from_original

Dupli's derive their object coordinates from the original objects transformation

Type boolean, default False

use_map_alpha

Causes the texture to affect the alpha value

Type boolean, default False

use_map_ambient

Causes the texture to affect the value of ambient

Type boolean, default False

use_map_color_diffuse

Causes the texture to affect basic color of the material

Type boolean, default False

use_map_color_emission

Causes the texture to affect the color of emission

Type boolean, default False

use_map_color_reflection

Causes the texture to affect the color of scattered light

Type boolean, default False

use_map_color_spec

Causes the texture to affect the specular color

Type boolean, default False

use_map_color_transmission

Causes the texture to affect the result color after other light has been scattered/absorbed

Type boolean, default False

use_map_density

Causes the texture to affect the volume's density

Type boolean, default False

use_map_diffuse

Causes the texture to affect the value of the materials diffuse reflectivity

Type boolean, default False

use_map_displacement

Let the texture displace the surface

Type boolean, default False

use_map_emission

Causes the texture to affect the volume's emission

Type boolean, default False

use_map_emit

Causes the texture to affect the emit value

Type boolean, default False

use_map_hardness

Causes the texture to affect the hardness value

Type boolean, default False

use_map_mirror

Causes the texture to affect the mirror color

Type boolean, default False

use_map_normal

Causes the texture to affect the rendered normal

Type boolean, default False

use_map_raymir

Causes the texture to affect the ray-mirror value

Type boolean, default False

use_map_reflect

Causes the texture to affect the reflected light's brightness

Type boolean, default False

use_map_scatter

Causes the texture to affect the volume's scattering

Type boolean, default False

use_map_specular

Causes the texture to affect the value of specular reflectivity

Type boolean, default False

use_map_translucency

Causes the texture to affect the translucency value

Type boolean, default False

use_map_warp

Let the texture warp texture coordinates of next channels

Type boolean, default False

use_old_bump

Use old bump mapping (backwards compatibility option)

Type boolean, default False

uv_layer

UV layer to use for mapping with UV texture coordinates

Type string, default ""

warp_factor

Amount texture affects texture coordinates of next channels

Type float in [-inf, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `TextureSlot.name`
- `TextureSlot.blend_type`
- `TextureSlot.color`
- `TextureSlot.default_value`
- `TextureSlot.invert`
- `TextureSlot.offset`
- `TextureSlot.output_node`
- `TextureSlot.use_rgb_to_intensity`
- `TextureSlot.scale`
- `TextureSlot.use_stencil`
- `TextureSlot.texture`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Material.texture_slots`
- `MaterialTextureSlots.add`
- `MaterialTextureSlots.create`

1.3.300 MaterialTextureSlots(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MaterialTextureSlots` (*bpy_struct*)

Collection of texture slots

classmethod `add()`

Add a number of points to this spline.

Returns The newly initialized `mtx`.

Return type `MaterialTextureSlot`

classmethod `create(index)`

Add a number of points to this spline.

Parameters

- **index** (*int in [0, inf]*) – Index, Slot index to initialize.

Returns The newly initialized `mtx`.

Return type `MaterialTextureSlot`

classmethod `clear(index)`

Add a number of points to this spline.

Parameters

- **index** (*int in [0, inf]*) – Index, Slot index to clear.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Material.texture_slots`

1.3.301 MaterialVolume(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MaterialVolume` (*bpy_struct*)
Volume rendering settings for a Material datablock

asymmetry

Back scattering (-1.0) to Forward scattering (1.0) and the range in between

Type float in [-1, 1], default 0.0

cache_resolution

Resolution of the voxel grid, low resolutions are faster, high resolutions use more memory

Type int in [1, 1024], default 0

density

The base density of the volume

Type float in [0, 1], default 0.0

density_scale

Multiplier for the material's density

Type float in [0, inf], default 0.0

depth_threshold

Stop ray marching early if transmission drops below this luminance - higher values give speedups in dense volumes at the expense of accuracy

Type float in [0, 1], default 0.0

emission

Amount of light that gets emitted by the volume

Type float in [0, inf], default 0.0

emission_color

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

light_method

Method of shading, attenuating, and scattering light through the volume

Type enum in ['SHADELESS', 'SHADOWED', 'SHADED', 'MULTIPLE_SCATTERING', 'SHADED_PLUS_MULTIPLE_SCATTERING'], default 'SHADELESS'

ms_diffusion

Diffusion factor, the strength of the blurring effect

Type float in [0, inf], default 0.0

ms_intensity

Multiplier for multiple scattered light energy

Type float in [0, inf], default 0.0

ms_spread

Proportional distance over which the light is diffused

Type float in [0, inf], default 0.0

reflection

Multiplier to make out-scattered light brighter or darker (non-physically correct)

Type float in [0, inf], default 0.0

reflection_color

Color of light scattered out of the volume (does not affect transmission)

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

scattering

Amount of light that gets scattered out by the volume - the more out-scattering, the shallower the light will penetrate

Type float in [0, inf], default 0.0

step_method

Method of calculating the steps through the volume

Type enum in ['RANDOMIZED', 'CONSTANT'], default 'RANDOMIZED'

step_size

Distance between subsequent volume depth samples

Type float in [0, inf], default 0.0

transmission_color

Result color of the volume, after other light has been scattered/absorbed

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

use_external_shadows

Receive shadows from sources outside the volume (temporary)

Type boolean, default False

use_light_cache

Pre-calculate the shading information into a voxel grid, speeds up shading at slightly less accuracy

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Material.volume`

1.3.302 Menu(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Menu` (*bpy_struct*)
Editor menu containing buttons

bl_idname

If this is set, the menu gets a custom ID, otherwise it takes the name of the class used to define the panel. For example, if the class name is “OBJECT_MT_hello”, and `bl_idname` is not set by the script, then `bl_idname = “OBJECT_MT_hello”`

Type string, default “”

bl_label

The menu label

Type string, default “”

layout

Defines the structure of the menu in the UI.

Type `UILayout`, (readonly)

classmethod `poll` (*context*)

If this method returns a non-null output, then the menu can be drawn.

Return type boolean

draw (*context*)

Draw UI elements into the menu UI layout.

classmethod append (*draw_func*)

Prepend an draw function to this menu, takes the same arguments as the menus draw function.

draw_preset (*context*)

Define these on the subclass - preset_operator - preset_subdir

path_menu (*searchpaths, operator, props_default={}*)

classmethod prepend (*draw_func*)

Prepend a draw function to this menu, takes the same arguments as the menus draw function.

classmethod remove (*draw_func*)

Remove a draw function that has been added to this menu

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.303 Mesh(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Mesh` (*ID*)

Mesh datablock defining geometric surfaces

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

auto_smooth_angle

Defines maximum angle between face normals that 'Auto Smooth' will operate on

Type int in [1, 80], default 0

edges

Edges of the mesh

Type `MeshEdges` collection of `MeshEdge`, (readonly)

faces

Faces of the mesh

Type `MeshFaces` collection of `MeshFace`, (readonly)

layers_float

Type Collection of `MeshFloatPropertyLayer`, (readonly)

layers_int

Type Collection of `MeshIntPropertyLayer`, (readonly)

layers_string

Type Collection of `MeshStringPropertyLayer`, (readonly)

materials

Type `IDMaterials` collection of `Material`, (readonly)

shape_keys

Type `Key`, (readonly)

show_all_edges

Displays all edges for wireframe in all view modes in the 3D view

Type boolean, default False

show_double_sided

Render/display the mesh with double or single sided lighting

Type boolean, default False

show_edge_bevel_weight

Displays weights created for the Bevel modifier

Type boolean, default False

show_edge_crease

Displays creases created for subsurf weighting

Type boolean, default False

show_edge_seams

Displays UV unwrapping seams

Type boolean, default False

show_edge_sharp

Displays sharp edges, used with the EdgeSplit modifier

Type boolean, default False

show_edges

Displays selected edges using highlights in the 3D view and UV editor

Type boolean, default False

show_extra_edge_angle

Displays the angles in the selected edges in degrees, Using global values when set in the transform panel

Type boolean, default False

show_extra_edge_length

Displays selected edge lengths, Using global values when set in the transform panel

Type boolean, default False

show_extra_face_area

Displays the area of selected faces, Using global values when set in the transform panel

Type boolean, default False

show_faces

Displays all faces as shades in the 3D view and UV editor

Type boolean, default False

show_normal_face

Displays face normals as lines

Type boolean, default False

show_normal_vertex

Displays vertex normals as lines

Type boolean, default False

sticky

Sticky texture coordinates

Type Collection of `MeshSticky`, (readonly)

texco_mesh

Derive texture coordinates from another mesh

Type `Mesh`

texspace_location

Texture space location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

texspace_size

Texture space size

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

texture_mesh

Use another mesh for texture indices (vertex indices must be aligned)

Type `Mesh`

total_edge_sel

Selected edge count in editmode

Type int in [0, inf], default 0, (readonly)

total_face_sel

Selected face count in editmode

Type int in [0, inf], default 0, (readonly)

total_vert_sel

Selected vertex count in editmode

Type int in [0, inf], default 0, (readonly)

use_auto_smooth

Treats all set-smoothed faces with angles less than the specified angle as 'smooth' during render

Type boolean, default False

use_auto_texspace

Adjusts active object's texture space automatically when transforming object

Type boolean, default False

use_mirror_topology

Use topology based mirroring

Type boolean, default False

use_mirror_x

X Axis mirror editing

Type boolean, default False

use_paint_mask

Face selection masking for painting

Type boolean, default False

uv_texture_clone

UV texture to be used as cloning source

Type MeshTextureFaceLayer

uv_texture_clone_index

Clone UV texture index

Type int in [0, inf], default 0

uv_texture_stencil

UV texture to mask the painted area

Type MeshTextureFaceLayer

uv_texture_stencil_index

Mask UV texture index

Type int in [0, inf], default 0

uv_textures

Type UVTextures collection of MeshTextureFaceLayer, (readonly)

vertex_colors

Type VertexColors collection of MeshColorLayer, (readonly)

vertices

Vertices of the mesh

Type MeshVertices collection of MeshVertex, (readonly)

edge_face_count

(readonly)

edge_face_count_dict

(readonly)

edge_keys
(readonly)

transform (*matrix*)
Transform mesh vertices by a matrix.

Parameters

- **matrix** (*float array of 16 items in [-inf, inf]*) – Matrix.

calc_normals ()
Calculate vertex normals.

update (*calc_edges=False*)
update

Parameters

- **calc_edges** (*boolean, (optional)*) – Calculate Edges, Force recalculation of edges.

edge_loops_from_edges (*edges=None*)
Edge loops defined by edges
Takes me.edges or a list of edges and returns the edge loops
return a list of vertex indices. [[1, 6, 7, 2], ...]
closed loops have matching start and end values.

edge_loops_from_faces (*faces=None, seams=()*)
Edge loops defined by faces
Takes me.faces or a list of faces and returns the edge loops These edge loops are the edges that sit between quads, so they dont touch 1 quad, note: not connected will make 2 edge loops, both only containing 2 edges.
return a list of edge key lists [[(0,1), (4, 8), (3,8)], ...]
return a list of edge vertex index lists

from_pydata (*verts, edges, faces*)
Make a mesh from a list of verts/edges/faces Until we have a nicer way to make geometry, use this.

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.meshes`
- `EditObjectActuator.mesh`
- `MainMeshes.new`
- `MainMeshes.remove`
- `Mesh.texco_mesh`
- `Mesh.texture_mesh`
- `Object.create_mesh`

1.3.304 MeshColor(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MeshColor` (*bpy_struct*)

Vertex colors for a face in a Mesh

color1

Type float array of 3 items in [0, 1], default (0.0, 0.0, 0.0)

color2

Type float array of 3 items in [0, 1], default (0.0, 0.0, 0.0)

color3

Type float array of 3 items in [0, 1], default (0.0, 0.0, 0.0)

color4

Type float array of 3 items in [0, 1], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `MeshColorLayer.data`

1.3.305 MeshColorLayer(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshColorLayer` (*bpy_struct*)

Layer of vertex colors in a Mesh datablock

active

Sets the layer as active for display and editing

Type boolean, default False

active_render

Sets the layer as active for rendering

Type boolean, default False

data

Type Collection of `MeshColor`, (readonly)

name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.vertex_colors`
- `VertexColors.active`
- `VertexColors.new`

1.3.306 MeshDeformModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.MeshDeformModifier` (*Modifier*)

Mesh deformation modifier to deform with other meshes

invert_vertex_group

Invert vertex group influence

Type boolean, default False

is_bound

Whether geometry has been bound to control cage

Type boolean, default False, (readonly)

object

Mesh object to deform with

Type `Object`

precision

The grid size for binding

Type int in [2, 10], default 0

use_dynamic_bind

Recompute binding dynamically on top of other deformers (slower and more memory consuming.)

Type boolean, default False

vertex_group

Vertex group name

Type string, default ""**Inherited Properties**

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.307 MeshEdge(bpy_struct)base class — `bpy_struct`

class `bpy.types.MeshEdge` (*bpy_struct*)
Edge in a Mesh datablock

bevel_weight

Weight used by the Bevel modifier

Type float in [-inf, inf], default 0.0**crease**

Weight used by the Subsurf modifier for creasing

Type float in [-inf, inf], default 0.0**hide****Type** boolean, default False

index

Index number of the vertex

Type int in [0, inf], default 0, (readonly)

is_fgon

Fgon edge

Type boolean, default False

is_loose

Loose edge

Type boolean, default False

select

Type boolean, default False

use_edge_sharp

Sharp edge for the EdgeSplit modifier

Type boolean, default False

use_seam

Seam edge for UV unwrapping

Type boolean, default False

vertices

Vertex indices

Type int array of 2 items in [0, inf], default (0, 0)

key

(readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.edges`

1.3.308 MeshEdges(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshEdges` (*bpy_struct*)
Collection of mesh edges

add (*count=0*)
add

Parameters

- **count** (*int in [0, inf], (optional)*) – Count, Number of vertices to add.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.edges`

1.3.309 MeshFace(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshFace` (*bpy_struct*)
Face in a Mesh datablock

area

read only area of the face

Type float in [0, inf], default 0.0, (readonly)

hide

Type boolean, default False

index

Index number of the vertex

Type int in [0, inf], default 0, (readonly)

material_index

Type int in [0, 32767], default 0

normal

local space unit length normal vector for this face

Type float array of 3 items in [-1, 1], default (0.0, 0.0, 0.0), (readonly)

select

Type boolean, default False

use_smooth

Type boolean, default False

vertices

Vertex indices

Type int array of 4 items in [0, inf], default (0, 0, 0, 0)

vertices_raw

Fixed size vertex indices array

Type int array of 4 items in [0, inf], default (0, 0, 0, 0)

center

The midpoint of the face. (readonly)

edge_keys

(readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.faces`

1.3.310 MeshFaces(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshFaces` (*bpy_struct*)

Collection of mesh faces

active

The active face for this mesh

Type `int` in `[-inf, inf]`, default `0`

active_tface

Active Texture Face

Type `MeshTextureFace`, (readonly)

add (*count=0*)

add

Parameters

- **count** (*int* in `[0, inf]`, (*optional*)) – Count, Number of vertices to add.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.faces`

1.3.311 MeshFloatProperty(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MeshFloatProperty` (*`bpy_struct`*)

User defined floating point number value in a float properties layer

value

Type float in `[-inf, inf]`, default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `MeshFloatPropertyLayer.data`

1.3.312 MeshFloatPropertyLayer(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshFloatPropertyLayer` (*bpy_struct*)

User defined layer of floating pointer number values

data

Type Collection of `MeshFloatProperty`, (readonly)

name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.layers_float`

1.3.313 MeshIntProperty(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshIntProperty` (*bpy_struct*)

User defined integer number value in an integer properties layer

value

Type int in [-inf, inf], default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `MeshIntPropertyLayer.data`

1.3.314 MeshIntPropertyLayer(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshIntPropertyLayer` (*bpy_struct*)
User defined layer of integer number values

data

Type Collection of `MeshIntProperty`, (readonly)

name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.layers_int`

1.3.315 MeshSticky(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MeshSticky` (*bpy_struct*)

Stricky texture coordinate

co

Sticky texture coordinate location

Type float array of 2 items in `[-inf, inf]`, default `(0.0, 0.0)`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

References

- `Mesh.sticky`

1.3.316 MeshStringProperty(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshStringProperty` (*bpy_struct*)
User defined string text value in a string properties layer

value

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `MeshStringPropertyLayer.data`

1.3.317 MeshStringPropertyLayer(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshStringPropertyLayer` (*bpy_struct*)
User defined layer of string text values

data**Type** Collection of `MeshStringProperty`, (readonly)**name****Type** string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.layers_string`

1.3.318 MeshTextureFace(bpy_struct)

base class — `bpy_struct`**class** `bpy.types.MeshTextureFace` (*bpy_struct*)

UV mapping, texturing and game engine data for a face

blend_type

Transparency blending mode

Type enum in ['OPAQUE', 'ADD', 'ALPHA', 'CLIPALPHA'], default 'OPAQUE'**hide**

Make face invisible

Type boolean, default False**image****Type** Image

pin_uv

Type boolean array of 4 items, default (False, False, False, False)

select_uv

Type boolean array of 4 items, default (False, False, False, False)

use_alpha_sort

Enable sorting of faces for correct alpha drawing (slow, use Clip Alpha instead when possible)

Type boolean, default False

use_billboard

Billboard with Z-axis constraint

Type boolean, default False

use_bitmap_text

Enable bitmap text on face

Type boolean, default False

use_blend_shared

Blend vertex colors across face when vertices are shared

Type boolean, default False

use_collision

Use face for collision and ray-sensor detection

Type boolean, default False

use_halo

Screen aligned billboard

Type boolean, default False

use_image

Render face with texture

Type boolean, default False

use_light

Use light for face

Type boolean, default False

use_object_color

Use ObColor instead of vertex colors

Type boolean, default False

use_shadow_cast

Face is used for shadow

Type boolean, default False

use_twoside

Render face two-sided

Type boolean, default False

uv

Type float array of 8 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

uv1

Type float array of 2 items in $[-inf, inf]$, default (0.0, 0.0)

uv2

Type float array of 2 items in $[-inf, inf]$, default (0.0, 0.0)

uv3

Type float array of 2 items in $[-inf, inf]$, default (0.0, 0.0)

uv4

Type float array of 2 items in $[-inf, inf]$, default (0.0, 0.0)

uv_raw

Fixed size UV coordinates array

Type float array of 8 items in $[-inf, inf]$, default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `MeshFaces.active_tface`
- `MeshTextureFaceLayer.data`

1.3.319 MeshTextureFaceLayer(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshTextureFaceLayer` (*bpy_struct*)
Layer of texture faces in a Mesh datablock

active

Sets the layer as active for display and editing

Type boolean, default False

active_clone

Sets the layer as active for cloning

Type boolean, default False

active_render

Sets the layer as active for rendering

Type boolean, default False

data

Type Collection of `MeshTextureFace`, (readonly)

name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.uv_texture_clone`
- `Mesh.uv_texture_stencil`
- `Mesh.uv_textures`
- `UVTextures.active`
- `UVTextures.new`

1.3.320 MeshVertex(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshVertex` (*bpy_struct*)

Vertex in a Mesh datablock

bevel_weight

Weight used by the Bevel modifier ‘Only Vertices’ option

Type float in [-inf, inf], default 0.0

co

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

groups

Weights for the vertex groups this vertex is member of

Type Collection of `VertexGroupElement`, (readonly)

hide

Type boolean, default False

index

Index number of the vertex

Type int in [0, inf], default 0, (readonly)

normal

Vertex Normal

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

select

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.vertices`

1.3.321 MeshVertices(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MeshVertices` (*bpy_struct*)
Collection of mesh vertices

add (*count=0*)
add

Parameters

- **count** (*int in [0, inf], (optional)*) – Count, Number of vertices to add.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.vertices`

1.3.322 MessageActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.MessageActuator` (*Actuator*)

Actuator to ..

body_message

Optional message body Text

Type string, default ""

body_property

The message body will be set by the Property Value

Type string, default ""

body_type

Toggle message type: either Text or a PropertyName

Type enum in ['TEXT', 'PROPERTY'], default 'TEXT'

subject

Optional message subject. This is what can be filtered on

Type string, default ""

to_property

Optional send message to objects with this name only, or empty to broadcast

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.323 MessageSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.MessageSensor` (*Sensor*)

Sensor to detect incoming messages

subject

Optional subject filter: only accept messages with this subject, or empty for all

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.324 MetaBall(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.MetaBall` (*ID*)

Metaball datablock to defined blobby surfaces

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

elements

Meta elements

Type `MetaBallElements` collection of `MetaElement`, (readonly)

materials

Type `IDMaterials` collection of `Material`, (readonly)

render_resolution

Polygonization resolution in rendering

Type float in [0.05, 1], default 0.0

resolution

Polygonization resolution in the 3D viewport

Type float in [0.05, 1], default 0.0

texspace_location

Texture space location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

texspace_size

Texture space size

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

threshold

Influence of meta elements

Type float in [0, 5], default 0.0

update_method

Metaball edit update behavior

Type enum in ['UPDATE_ALWAYS', 'HALFRES', 'FAST', 'NEVER'], default 'UPDATE_ALWAYS'

use_auto_texspace

Adjusts active object's texture space automatically when transforming object

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`

- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.metaballs`
- `MainMetaBalls.new`
- `MainMetaBalls.remove`

1.3.325 `MetaBallElements(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.MetaBallElements` (*bpy_struct*)

Collection of metaball elements

active

Last selected element

Type `MetaElement`, (readonly)

new (*type*='BALL')

Add a new spline to the curve.

Parameters

- **type** (*enum in* ['BALL', 'CAPSULE', 'PLANE', 'ELLIPSOID', 'CUBE'], (*optional*)) – type for the new meta element.

Returns The newly created metaelement.

Return type `MetaElement`

remove (*element*)

Remove a spline from a curve.

Parameters

- **element** (`MetaElement`, (never None)) – The element to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `MetaBall.elements`

1.3.326 MetaElement(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MetaElement` (*bpy_struct*)

Blobby element in a MetaBall datablock

co

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

hide

Hide element

Type boolean, default False

radius

Type float in [0, inf], default 0.0

rotation

Normalized quaternion rotation

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

size_x

Size of element, use of components depends on element type

Type float in [0, 20], default 0.0

size_y

Size of element, use of components depends on element type

Type float in [0, 20], default 0.0

size_z

Size of element, use of components depends on element type

Type float in [0, 20], default 0.0

stiffness

Stiffness defines how much of the element to fill

Type float in [0, 10], default 0.0

type

Metaball types

Type enum in ['BALL', 'CAPSULE', 'PLANE', 'ELLIPSOID', 'CUBE'], default 'BALL'

use_negative

Set metaball as negative one

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `MetaBall.elements`
- `MetaBallElements.active`
- `MetaBallElements.new`
- `MetaBallElements.remove`

1.3.327 `MetaSequence(Sequence)`

base classes — `bpy_struct`, `Sequence`

class `bpy.types.MetaSequence` (*Sequence*)
Sequence strip to group other strips as a single sequence strip

animation_offset_end

Animation end offset (trim end)

Type `int` in `[0, inf]`, default `0`

animation_offset_start

Animation start offset (trim start)

Type `int` in `[0, inf]`, default `0`

color_balance

Type `SequenceColorBalance`, (readonly)

color_multiply

Type `float` in `[0, 20]`, default `0.0`

color_saturation

Type `float` in `[0, 20]`, default `0.0`

crop

Type `SequenceCrop`, (readonly)

proxy

Type `SequenceProxy`, (readonly)

sequences

Type Collection of `Sequence`, (readonly)

strobe

Only display every nth frame

Type `float` in `[1, 30]`, default `0.0`

transform

Type `SequenceTransform`, (readonly)

use_color_balance

(3-Way color correction) on input

Type `boolean`, default `False`

use_crop

Crop image before processing

Type boolean, default False

use_deinterlace

For video movies to remove fields

Type boolean, default False

use_flip_x

Flip on the X axis

Type boolean, default False

use_flip_y

Flip on the Y axis

Type boolean, default False

use_float

Convert input to float data

Type boolean, default False

use_premultiply

Convert RGB from key alpha to premultiplied alpha

Type boolean, default False

use_proxy

Use a preview proxy for this strip

Type boolean, default False

use_proxy_custom_directory

Use a custom directory to store data

Type boolean, default False

use_proxy_custom_file

Use a custom file to read proxy data from

Type boolean, default False

use_reverse_frames

Reverse frame order

Type boolean, default False

use_translation

Translate image before processing

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sequence.name`
- `Sequence.blend_type`
- `Sequence.blend_alpha`
- `Sequence.channel`
- `Sequence.effect_fader`
- `Sequence.frame_final_end`
- `Sequence.frame_offset_end`
- `Sequence.frame_still_end`

- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.select_left_handle`
- `Sequence.frame_final_duration`
- `Sequence.frame_duration`
- `Sequence.lock`
- `Sequence.mute`
- `Sequence.select_right_handle`
- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`
- `Sequence.use_default_fade`
- `Sequence.input_count`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.328 MirrorModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.MirrorModifier` (*Modifier*)

Mirroring modifier

merge_threshold

Distance from axis within which mirrored vertices are merged

Type float in [0, inf], default 0.0

mirror_object

Object to use as mirror

Type `Object`

use_clip

Prevents vertices from going through the mirror during transform

Type `boolean`, default `False`

use_mirror_u

Mirror the U texture coordinate around the 0.5 point

Type `boolean`, default `False`

use_mirror_v

Mirror the V texture coordinate around the 0.5 point

Type `boolean`, default `False`

use_mirror_vertex_groups

Mirror vertex groups (e.g. .R->.L)

Type `boolean`, default `False`

use_x

Enable X axis mirror

Type `boolean`, default `False`

use_y

Enable Y axis mirror

Type `boolean`, default `False`

use_z

Enable Z axis mirror

Type `boolean`, default `False`

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.329 Modifier(`bpy_struct`)

base class — `bpy_struct`

subclasses — `FluidSimulationModifier`, `BevelModifier`, `SolidifyModifier`, `SmokeModifier`, `UVProjectModifier`, `DecimateModifier`, `ExplodeModifier`, `SmoothModifier`, `SoftBodyModifier`, `BooleanModifier`, `ArrayModifier`, `LatticeModifier`, `BuildModifier`, `ClothModifier`, `ParticleSystemModifier`, `SubsurfModifier`, `CurveModifier`, `ScrewModifier`, `MaskModifier`, `ShrinkwrapModifier`, `CollisionModifier`, `CastModifier`, `WaveModifier`, `ParticleInstanceModifier`, `SurfaceModifier`, `SimpleDeformModifier`, `DisplaceModifier`, `ArmatureModifier`, `MeshDeformModifier`, `HookModifier`, `EdgeSplitModifier`, `MultiresModifier`, `MirrorModifier`

class `bpy.types.Modifier` (*`bpy_struct`*)

Modifier affecting the geometry data of an object

name

Modifier name

Type string, default ""

show_expanded

Set modifier expanded in the user interface

Type boolean, default False

show_in_editmode

Use modifier while in the edit mode

Type boolean, default False

show_on_cage

Enable direct editing of modifier control cage

Type boolean, default False

show_render

Use modifier during rendering

Type boolean, default False

show_viewport

Realtime display of a modifier

Type boolean, default False

type

Type enum in ['ARRAY', 'BEVEL', 'BOOLEAN', 'BUILD', 'DECIMATE', 'EDGE_SPLIT', 'MASK', 'MIRROR', 'MULTIRES', 'SCREW', 'SOLIDIFY', 'SUBSURF', 'UV_PROJECT', 'ARMATURE', 'CAST', 'CURVE', 'DISPLACE', 'HOOK', 'LATTICE', 'MESH_DEFORM', 'SHRINKWRAP', 'SIMPLE_DEFORM', 'SMOOTH',

'WAVE', 'CLOTH', 'COLLISION', 'EXPLODE', 'FLUID_SIMULATION', 'PARTICLE_INSTANCE', 'PARTICLE_SYSTEM', 'SMOKE', 'SOFT_BODY', 'SURFACE'], default 'ARRAY', (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.modifiers`
- `ObjectModifiers.new`
- `ObjectModifiers.remove`
- `UILayout.template_modifier`

1.3.330 MotionPath(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.MotionPath` (*bpy_struct*)

Cache of the worldspace positions of an element over a frame range

frame_end

End frame of the stored range

Type `int` in `[-inf, inf]`, default 0, (readonly)

frame_start

Starting frame of the stored range

Type `int` in `[-inf, inf]`, default 0, (readonly)

is_modified

Path is being edited

Type boolean, default False

length

Number of frames cached

Type int in [-inf, inf], default 0, (readonly)

points

Cached positions per frame

Type Collection of `MotionPathVert`, (readonly)

use_bone_head

For PoseBone paths, use the bone head location when calculating this path

Type boolean, default False, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.motion_path`
- `PoseBone.motion_path`

1.3.331 MotionPathVert(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MotionPathVert` (*bpy_struct*)

Cached location on path

co

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

select

Path point is selected for editing

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `MotionPath.points`

1.3.332 MouseSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.MouseSensor` (*Sensor*)

Sensor to detect mouse events

mouse_event

Specify the type of event this mouse sensor should trigger on

Type enum in ['LEFTCLICK', 'MIDDLECLICK', 'RIGHTCLICK', 'WHEELUP', 'WHEEL-DOWN', 'MOVEMENT', 'MOUSEOVER', 'MOUSEOVERANY'], default 'LEFTCLICK'

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`

- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.333 MovieSequence(Sequence)

base classes — `bpy_struct`, `Sequence`

class `bpy.types.MovieSequence` (*Sequence*)

Sequence strip to load a video

animation_offset_end

Animation end offset (trim end)

Type `int` in `[0, inf]`, default `0`

animation_offset_start

Animation start offset (trim start)

Type `int` in `[0, inf]`, default `0`

color_balance

Type `SequenceColorBalance`, (readonly)

color_multiply

Type `float` in `[0, 20]`, default `0.0`

color_saturation

Type float in [0, 20], default 0.0

crop

Type `SequenceCrop`, (readonly)

elements

Type Collection of `SequenceElement`, (readonly)

filepath

Type string, default ""

mpeg_preseek

For MPEG movies, preseek this many frames

Type int in [0, 50], default 0

proxy

Type `SequenceProxy`, (readonly)

strobe

Only display every nth frame

Type float in [1, 30], default 0.0

transform

Type `SequenceTransform`, (readonly)

use_color_balance

(3-Way color correction) on input

Type boolean, default False

use_crop

Crop image before processing

Type boolean, default False

use_deinterlace

For video movies to remove fields

Type boolean, default False

use_flip_x

Flip on the X axis

Type boolean, default False

use_flip_y

Flip on the Y axis

Type boolean, default False

use_float

Convert input to float data

Type boolean, default False

use_premultiply

Convert RGB from key alpha to premultiplied alpha

Type boolean, default False

use_proxy

Use a preview proxy for this strip

Type boolean, default False

use_proxy_custom_directory

Use a custom directory to store data

Type boolean, default False

use_proxy_custom_file

Use a custom file to read proxy data from

Type boolean, default False

use_reverse_frames

Reverse frame order

Type boolean, default False

use_translation

Translate image before processing

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sequence.name`
- `Sequence.blend_type`
- `Sequence.blend_alpha`
- `Sequence.channel`
- `Sequence.effect_fader`
- `Sequence.frame_final_end`
- `Sequence.frame_offset_end`
- `Sequence.frame_still_end`
- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.select_left_handle`
- `Sequence.frame_final_duration`
- `Sequence.frame_duration`
- `Sequence.lock`
- `Sequence.mute`
- `Sequence.select_right_handle`
- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`
- `Sequence.use_default_fade`
- `Sequence.input_count`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.334 MulticamSequence(Sequence)

base classes — `bpy_struct`, `Sequence`

class `bpy.types.MulticamSequence` (*Sequence*)

Sequence strip to perform multicam editing: select channel from below

animation_offset_end

Animation end offset (trim end)

Type `int` in `[0, inf]`, default `0`

animation_offset_start

Animation start offset (trim start)

Type `int` in `[0, inf]`, default `0`

color_balance

Type `SequenceColorBalance`, (readonly)

color_multiply

Type `float` in `[0, 20]`, default `0.0`

color_saturation

Type `float` in `[0, 20]`, default `0.0`

crop

Type `SequenceCrop`, (readonly)

multicam_source

Type `int` in `[0, 31]`, default `0`

proxy

Type `SequenceProxy`, (readonly)

strobe

Only display every nth frame

Type float in [1, 30], default 0.0

transform

Type `SequenceTransform`, (readonly)

use_color_balance

(3-Way color correction) on input

Type boolean, default False

use_crop

Crop image before processing

Type boolean, default False

use_deinterlace

For video movies to remove fields

Type boolean, default False

use_flip_x

Flip on the X axis

Type boolean, default False

use_flip_y

Flip on the Y axis

Type boolean, default False

use_float

Convert input to float data

Type boolean, default False

use_premultiply

Convert RGB from key alpha to premultiplied alpha

Type boolean, default False

use_proxy

Use a preview proxy for this strip

Type boolean, default False

use_proxy_custom_directory

Use a custom directory to store data

Type boolean, default False

use_proxy_custom_file

Use a custom file to read proxy data from

Type boolean, default False

use_reverse_frames

Reverse frame order

Type boolean, default False

use_translation

Translate image before processing

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sequence.name`
- `Sequence.blend_type`
- `Sequence.blend_alpha`
- `Sequence.channel`
- `Sequence.effect_fader`
- `Sequence.frame_final_end`
- `Sequence.frame_offset_end`
- `Sequence.frame_still_end`
- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.select_left_handle`
- `Sequence.frame_final_duration`
- `Sequence.frame_duration`
- `Sequence.lock`
- `Sequence.mute`
- `Sequence.select_right_handle`
- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`
- `Sequence.use_default_fade`
- `Sequence.input_count`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.335 MultiresModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.MultiresModifier` (*Modifier*)

Multiresolution mesh modifier

filepath

Path to external displacements file

Type string, default ""

is_external

Store multires displacements outside the .blend file, to save memory

Type boolean, default False, (readonly)

levels

Number of subdivisions to use in the viewport

Type int in [0, 255], default 0

render_levels

Type int in [0, 255], default 0

sculpt_levels

Number of subdivisions to use in sculpt mode

Type int in [0, 255], default 0

show_only_control_edges

Skip drawing/rendering of interior subdivided edges

Type boolean, default False

subdivision_type

Selects type of subdivision algorithm

Type enum in ['CATMULL_CLARK', 'SIMPLE'], default 'CATMULL_CLARK'

total_levels

Number of subdivisions for which displacements are stored

Type int in [0, 255], default 0, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`

- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.336 MusgraveTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.MusgraveTexture` (*Texture*)

Procedural musgrave texture

dimension_max

Highest fractal dimension

Type float in [0.0001, 2], default 0.0

gain

The gain multiplier

Type float in [0, 6], default 0.0

lacunarity

Gap between successive frequencies

Type float in [0, 6], default 0.0

musgrave_type

Type enum in ['MULTIFRACTAL', 'RIDGED_MULTIFRACTAL', 'HYBRID_MULTIFRACTAL', 'FBM', 'HETERO_TERRAIN'], default 'MULTIFRACTAL'

nabla

Size of derivative offset used for calculating normal

Type float in [0.001, 0.1], default 0.0

noise_basis

Sets the noise basis used for turbulence

Type enum in ['BLENDER_ORIGINAL', 'ORIGINAL_PERLIN', 'IMPROVED_PERLIN', 'VORONOI_F1', 'VORONOI_F2', 'VORONOI_F3', 'VORONOI_F4', 'VORONOI_F2_F1', 'VORONOI_CRACKLE', 'CELL_NOISE'], default 'BLENDER_ORIGINAL'

noise_intensity

Type float in [0, 10], default 0.0

noise_scale

Sets scaling for noise input

Type float in [0.0001, inf], default 0.0**octaves**

Number of frequencies used

Type float in [0, 8], default 0.0**offset**

The fractal offset

Type float in [0, 6], default 0.0**users_material**

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.337 NET_RENDER(RenderEngine)

base classes — `bpy_struct`, `RenderEngine`

class `bpy.types.NET_RENDER` (*RenderEngine*)

render (*scene*)

render_client (*scene*)

render_master (*scene*)

render_slave (*scene*)

Inherited Properties

- `bpy_struct.id_data`
- `RenderEngine.bl_idname`
- `RenderEngine.bl_label`
- `RenderEngine.bl_use_postprocess`
- `RenderEngine.bl_use_preview`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `RenderEngine.render`
- `RenderEngine.begin_result`
- `RenderEngine.update_result`
- `RenderEngine.end_result`
- `RenderEngine.test_break`
- `RenderEngine.update_stats`

1.3.338 NandController(Controller)

base classes — `bpy_struct`, `Controller`

class `bpy.types.NandController` (*Controller*)
Controller passing on events based on a logical NAND operation

Inherited Properties

- `bpy_struct.id_data`
- `Controller.name`
- `Controller.states`
- `Controller.show_expanded`
- `Controller.use_priority`
- `Controller.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Controller.link`
- `Controller.unlink`

1.3.339 NearSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.NearSensor` (*Sensor*)
Sensor to detect nearby objects

distance
Trigger distance
Type float in [0, 10000], default 0.0

property
Only look for objects with this property
Type string, default ""

reset_distance
Type float in [0, 10000], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.340 NetRenderJob(IDPropertyGroup)

base classes — `bpy_struct`, `IDPropertyGroup`

class `bpy.types.NetRenderJob` (*IDPropertyGroup*)

name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `IDPropertyGroup.name`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `NetRenderSettings.jobs`

1.3.341 NetRenderSettings(IDPropertyGroup)

base classes — `bpy_struct`, `IDPropertyGroup`

class `bpy.types.NetRenderSettings` (*IDPropertyGroup*)

active_blacklisted_slave_index

Type int in [-1, 65535], default -1

active_job_index

Type int in [-1, 65535], default -1

active_slave_index

Type int in [-1, 65535], default -1

chunks

Number of frame to dispatch to each slave in one chunk

Type int in [1, 65535], default 5

job_category

Category of the job

Type string, default ""

job_id

id of the last sent render job

Type string, default ""

job_name

Name of the job

Type string, default "[default]"

job_type

Type of render job

Type enum in ['JOB_BLENDER', 'JOB_PROCESS', 'JOB_VCS'], default 'JOB_BLENDER'

jobs

Type Collection of [NetRenderJob](#), (readonly)

mode

Mode of operation of this instance

Type enum in ['RENDER_CLIENT', 'RENDER_MASTER', 'RENDER_SLAVE'], default 'RENDER_CLIENT'

path

Path for temporary files

Type string, default "/tmp/"

priority

Priority of the job

Type int in [1, 10], default 1

server_address

IP or name of the master render server

Type string, default "[default]"

server_port

port of the master render server

Type int in [1, 65535], default 8000

slaves

Type Collection of [NetRenderSlave](#), (readonly)

slaves_blacklist

Type Collection of [NetRenderSlave](#), (readonly)

use_master_broadcast

broadcast master server address on local network

Type boolean, default True**use_master_clear**

delete saved files on exit

Type boolean, default False**use_slave_clear**

delete downloaded files on exit

Type boolean, default True**use_slave_output_log**

Output render text log to console as well as sending it to the master

Type boolean, default True**use_slave_thumb**

Generate thumbnails on slaves instead of master

Type boolean, default False**vcs_revision**

Revision for this job

Type string, default ""**vcs_rpath**

Path of the server copy (protocol specific)

Type string, default ""**vcs_system**

Version Control System

Type string, default "Subversion"**vcs_wpath**

Path of the local working copy

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `IDPropertyGroup.name`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.network_render`

1.3.342 NetRenderSlave(IDPropertyGroup)

base classes — `bpy_struct`, `IDPropertyGroup`

class `bpy.types.NetRenderSlave` (*IDPropertyGroup*)

name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `IDPropertyGroup.name`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `NetRenderSettings.slaves`
- `NetRenderSettings.slaves_blacklist`

1.3.343 NlaStrip(bpy_struct)

base class — `bpy_struct`

class `bpy.types.NlaStrip` (*bpy_struct*)

A container referencing an existing Action

action

Action referenced by this strip

Type `Action`

action_frame_end

Type float in [-inf, inf], default 0.0

action_frame_start

Type float in [-inf, inf], default 0.0

active

NLA Strip is active

Type boolean, default False, (readonly)

blend_in

Number of frames at start of strip to fade in influence

Type float in [-inf, inf], default 0.0

blend_out

Type float in [-inf, inf], default 0.0

blend_type

Method used for combining strip's result with accumulated result

Type enum in ['REPLACE', 'ADD', 'SUBTRACT', 'MULITPLY'], default 'REPLACE'

extrapolation

Action to take for gaps past the strip extents

Type enum in ['NOTHING', 'HOLD', 'HOLD_FORWARD'], default 'HOLD'

fcurves

F-Curves for controlling the strip's influence and timing

Type Collection of `FCurve`, (readonly)

frame_end

Type float in [-inf, inf], default 0.0

frame_start

Type float in [-inf, inf], default 0.0

influence

Amount the strip contributes to the current result

Type float in [0, 1], default 0.0

modifiers

Modifiers affecting all the F-Curves in the referenced Action

Type Collection of `FModifier`, (readonly)

mute

NLA Strip is not evaluated

Type boolean, default False

name

Type string, default ""

repeat

Number of times to repeat the action range

Type float in [0.1, 1000], default 0.0

scale

Scaling factor for action

Type float in [0.0001, 1000], default 0.0

select

NLA Strip is selected

Type boolean, default False

strip_time

Frame of referenced Action to evaluate

Type float in [-inf, inf], default 0.0

strips

NLA Strips that this strip acts as a container for (if it is of type Meta)

Type Collection of `NlaStrip`, (readonly)

type

Type of NLA Strip

Type enum in ['CLIP', 'TRANSITION', 'META'], default 'CLIP', (readonly)

use_animated_influence

Influence setting is controlled by an F-Curve rather than automatically determined

Type boolean, default False

use_animated_time

Strip time is controlled by an F-Curve rather than automatically determined

Type boolean, default False

use_animated_time_cyclic

Cycle the animated time within the action start & end

Type boolean, default False

use_auto_blend

Number of frames for Blending In/Out is automatically determined from overlapping strips

Type boolean, default False

use_reverse

NLA Strip is played back in reverse order (only when timing is automatically determined)

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `NlaStrip.strips`
- `NlaTrack.strips`

1.3.344 NlaTrack(bpy_struct)

base class — `bpy_struct`

class `bpy.types.NlaTrack` (*bpy_struct*)

A animation layer containing Actions referenced as NLA strips

active

NLA Track is active

Type boolean, default False, (readonly)

is_solo

NLA Track is evaluated itself (i.e. active Action and all other NLA Tracks in the same AnimData block are disabled)

Type boolean, default False, (readonly)

lock

NLA Track is locked

Type boolean, default False

mute

NLA Track is not evaluated

Type boolean, default False

name

Type string, default ""

select

NLA Track is selected

Type boolean, default False

strips

NLA Strips on this NLA-track

Type Collection of `NlaStrip`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `AnimData.nla_tracks`

1.3.345 Node(`bpy_struct`)

base class — `bpy_struct`

subclasses — `TextureNode`, `ShaderNode`, `CompositorNode`, `NodeGroup`

class `bpy.types.Node` (*bpy_struct*)

Node in a node tree

inputs

Type Collection of `NodeSocket`, (readonly)

location

Type float array of 2 items in [-10000, 10000], default (0.0, 0.0)

name

Node name

Type string, default ""

outputs

Type Collection of `NodeSocket`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `CompositorNodeTree.nodes`
- `CompositorNodes.new`
- `CompositorNodes.remove`
- `NodeLink.from_node`
- `NodeLink.to_node`
- `ShaderNodeTree.nodes`
- `ShaderNodes.new`
- `ShaderNodes.remove`
- `TextureNodeTree.nodes`

- `TextureNodes.new`
- `TextureNodes.remove`

1.3.346 NodeGroup(Node)

base classes — `bpy_struct`, `Node`

class `bpy.types.NodeGroup` (*Node*)

node_tree

Type `NodeTree`

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.347 NodeLink(bpy_struct)

base class — `bpy_struct`

class `bpy.types.NodeLink` (*bpy_struct*)

Link between nodes in a node tree

from_node

Type `Node`, (readonly)

from_socket

Type `NodeSocket`, (readonly)

to_node

Type `Node`, (readonly)

to_socket

Type `NodeSocket`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `NodeLinks.new`
- `NodeLinks.remove`
- `NodeTree.links`

1.3.348 NodeLinks(bpy_struct)

base class — `bpy_struct`

class `bpy.types.NodeLinks` (*bpy_struct*)

Collection of Node Links

new (*input*, *output*)

Add a node link to this node tree.

Parameters

- **input** (`NodeSocket`) – The input socket.
- **output** (`NodeSocket`) – The output socket.

Returns New node link.

Return type `NodeLink`

remove (*link*)

remove a node link from the node tree.

Parameters

- **link** (`NodeLink`) – The node link to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `NodeTree.links`

1.3.349 NodeSocket(bpy_struct)

base class — `bpy_struct`

subclasses — `VectorNodeSocket`, `RGBANodeSocket`, `ValueNodeSocket`

class `bpy.types.NodeSocket` (*bpy_struct*)

Input or output socket of a node

name

Socket name

Type string, default “”, (readonly)

type

Node Socket type

Type enum in ['VALUE', 'VECTOR', 'RGBA'], default 'VALUE', (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Node.inputs`
- `Node.outputs`
- `NodeLink.from_socket`
- `NodeLink.to_socket`
- `NodeLinks.new`
- `NodeLinks.new`

1.3.350 NodeTree(ID)

base classes — `bpy_struct`, `ID`

subclasses — `CompositorNodeTree`, `ShaderNodeTree`, `TextureNodeTree`

class `bpy.types.NodeTree` (*ID*)

Node tree consisting of linked nodes used for materials, textures and compositing

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

grease_pencil

Grease Pencil datablock

Type `GreasePencil`

links

Type `NodeLinks` collection of `NodeLink`, (readonly)

type

Node Tree type

Type enum in ['SHADER', 'COMPOSITE', 'TEXTURE'], default 'SHADER', (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.node_groups`
- `CompositorNodes.new`
- `MainNodeTrees.new`
- `MainNodeTrees.remove`
- `Material.node_tree`
- `NodeGroup.node_tree`
- `Scene.node_tree`
- `ShaderNodes.new`
- `SpaceNodeEditor.node_tree`

- `Texture.node_tree`
- `TextureNodes.new`

1.3.351 NoiseTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.NoiseTexture` (*Texture*)
Procedural noise texture

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.352 NorController(Controller)

base classes — `bpy_struct`, `Controller`

class `bpy.types.NorController` (*Controller*)
Controller passing on events based on a logical NOR operation

Inherited Properties

- `bpy_struct.id_data`
- `Controller.name`
- `Controller.states`
- `Controller.show_expanded`
- `Controller.use_priority`
- `Controller.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Controller.link`
- `Controller.unlink`

1.3.353 Object(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Object` (*ID*)

Object datablock defining an object in a scene

active_material

Active material being displayed

Type `Material`

active_material_index

Index of active material slot

Type `int` in `[0, inf]`, default `0`

active_shape_key

Current shape key

Type `ShapeKey`, (readonly)

active_shape_key_index

Current shape key index

Type `int` in `[-32768, 32767]`, default `0`

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

animation_visualisation

Animation data for this datablock

Type `AnimViz`, (readonly, never `None`)

bound_box

Objects bound box in object-space coordinates

Type float array of 24 items in `[-inf, inf]`, default `(0.0, 0.0)`, (readonly)

collision

Settings for using the objects as a collider in physics simulation

Type `CollisionSettings`, (readonly)

color

Object color and alpha, used when faces have the `ObColor` mode enabled

Type float array of 4 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0, 0.0)`

constraints

Constraints affecting the transformation of the object

Type `ObjectConstraints` collection of `Constraint`, (readonly)

data

Object data

Type `ID`

delta_location

Extra translation added to the location of the object

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

delta_rotation_euler

Extra rotation added to the rotation of the object (when using Euler rotations)

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

delta_rotation_quaternion

Extra rotation added to the rotation of the object (when using Quaternion rotations)

Type float array of 4 items in [-inf, inf], default (1.0, 0.0, 0.0, 0.0)

delta_scale

Extra scaling added to the scale of the object

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

dimensions

Absolute bounding box dimensions of the object

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

draw_bounds_type

Object boundary display type

Type enum in ['BOX', 'SPHERE', 'CYLINDER', 'CONE', 'POLYHEDRON', 'CAPSULE'], default 'BOX'

draw_type

Maximum draw type to display object with in viewport

Type enum in ['BOUNDS', 'WIRE', 'SOLID', 'TEXTURED'], default 'BOUNDS'

dupli_faces_scale

Scale the DupliFace objects

Type float in [0.001, 10000], default 0.0

dupli_frames_end

End frame for DupliFrames

Type int in [-300000, 300000], default 0

dupli_frames_off

Recurring frames to exclude from the Dupliframes

Type int in [0, 300000], default 0

dupli_frames_on

Number of frames to use between DupOff frames

Type int in [0, 300000], default 0

dupli_frames_start

Start frame for DupliFrames

Type int in [-300000, 300000], default 0

dupli_group

Instance an existing group

Type [Group](#)

dupli_list

Object duplis

Type Collection of [DupliObject](#), (readonly)

dupli_type

If not None, object duplication method to use

Type enum in ['NONE', 'FRAMES', 'VERTS', 'FACES', 'GROUP'], default 'NONE'

empty_draw_size

Size of display for empties in the viewport

Type float in [0.0001, 1000], default 0.0

empty_draw_type

Viewport display style for empties

Type enum in ['ARROWS', 'SINGLE_ARROW', 'PLAIN_AXES', 'CIRCLE', 'CUBE', 'SPHERE', 'CONE'], default 'ARROWS'

field

Settings for using the objects as a field in physics simulation

Type `FieldSettings`, (readonly)

game

Game engine related settings for the object

Type `GameObjectSettings`, (readonly, never None)

grease_pencil

Grease Pencil datablock

Type `GreasePencil`

hide

Restrict visibility in the viewport

Type boolean, default False

hide_render

Restrict renderability

Type boolean, default False

hide_select

Restrict selection in the viewport

Type boolean, default False

is_duplicator

Type boolean, default False, (readonly)

layers

Layers the object is on

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)

location

Location of the object

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

lock_location

Lock editing of location in the interface

Type boolean array of 3 items, default (False, False, False)

lock_rotation

Lock editing of rotation in the interface

Type boolean array of 3 items, default (False, False, False)

lock_rotation_w

Lock editing of 'angle' component of four-component rotations in the interface

Type boolean, default False

lock_rotations_4d

Lock editing of four component rotations by components (instead of as Eulers)

Type boolean, default False

lock_scale

Lock editing of scale in the interface

Type boolean array of 3 items, default (False, False, False)

material_slots

Material slots in the object

Type Collection of [MaterialSlot](#), (readonly)

matrix_basis

Matrix access to location, rotation and scale (including deltas), before constraints and parenting are applied.

Type float array of 16 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

matrix_local

Parent relative transformation matrix

Type float array of 16 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

matrix_world

Worldspace transformation matrix

Type float array of 16 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

mode

Object interaction mode

Type enum in ['OBJECT', 'EDIT', 'SCULPT', 'VERTEX_PAINT', 'WEIGHT_PAINT', 'TEXTURE_PAINT', 'PARTICLE_EDIT', 'POSE'], default 'OBJECT', (readonly)

modifiers

Modifiers affecting the geometric data of the object

Type [ObjectModifiers](#) collection of [Modifier](#), (readonly)

motion_path

Motion Path for this element

Type [MotionPath](#), (readonly)

parent

Parent Object

Type [Object](#)

parent_bone

Name of parent bone in case of a bone parenting relation

Type string, default ""

parent_type

Type of parent relation

Type enum in ['OBJECT', 'CURVE', 'KEY', 'ARMATURE', 'LATTICE', 'VERTEX', 'VERTEX_3', 'BONE'], default 'OBJECT'

parent_vertices

Indices of vertices in cases of a vertex parenting relation

Type int array of 3 items in [0, inf], default (0, 0, 0), (readonly)

particle_systems

Particle systems emitted from the object

Type `ParticleSystem` collection of `ParticleSystem`, (readonly)

pass_index

Index # for the IndexOB render pass

Type int in [0, 32767], default 0

pose

Current pose for armatures

Type `Pose`, (readonly)

pose_library

Action used as a pose library for armatures

Type `Action`, (readonly)

proxy

Library object this proxy object controls

Type `Object`, (readonly)

proxy_group

Library group duplicator object this proxy object controls

Type `Object`, (readonly)

rotation_axis_angle

Angle of Rotation for Axis-Angle rotation representation

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 1.0, 0.0)

rotation_euler

Rotation in Eulers

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

rotation_mode

Type enum in ['QUATERNION', 'XYZ', 'XZY', 'YXZ', 'YZX', 'ZXY', 'ZYX', 'AXIS_ANGLE'], default 'QUATERNION'

rotation_quaternion

Rotation in Quaternions

Type float array of 4 items in [-inf, inf], default (1.0, 0.0, 0.0, 0.0)

scale

Scaling of the object

Type float array of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

select

Object selection state

Type boolean, default False

show_axis

Displays the object's origin and axis

Type boolean, default False

show_bounds

Displays the object's bounds

Type boolean, default False

show_name

Displays the object's name

Type boolean, default False

show_only_shape_key

Always show the current Shape for this Object

Type boolean, default False

show_texture_space

Displays the object's texture space

Type boolean, default False

show_transparent

Displays material transparency in the object

Type boolean, default False

show_wire

Adds the object's wireframe over solid drawing

Type boolean, default False

show_x_ray

Makes the object draw in front of others

Type boolean, default False

soft_body

Settings for soft body simulation

Type `SoftBodySettings`, (readonly)

time_offset

Animation offset in frames for F-Curve and dupligroup instances

Type float in [-300000, 300000], default 0.0

track_axis

Axis that points in 'forward' direction

Type enum in ['POS_X', 'POS_Y', 'POS_Z', 'NEG_X', 'NEG_Y', 'NEG_Z'], default 'POS_X'

- type**
Type of Object
Type enum in ['EMPTY', 'MESH', 'CURVE', 'SURFACE', 'FONT', 'META', 'LAMP', 'CAMERA', 'LATTICE', 'ARMATURE'], default 'EMPTY', (readonly)
- up_axis**
Axis that points in the upward direction
Type enum in ['X', 'Y', 'Z'], default 'X'
- use_dupli_faces_scale**
Scale dupli based on face size
Type boolean, default False
- use_dupli_frames_speed**
Set dupliframes to use the frame
Type boolean, default False
- use_dupli_vertices_rotation**
Rotate dupli according to vertex normal
Type boolean, default False
- use_shape_key_edit_mode**
Apply shape keys in edit mode (for Meshes only)
Type boolean, default False
- use_slow_parent**
Create a delay in the parent relationship
Type boolean, default False
- use_time_offset_add_parent**
Add the parents time offset value
Type boolean, default False
- use_time_offset_edit**
Use time offset when inserting keys and display time offset for F-Curve and action views
Type boolean, default False
- use_time_offset_parent**
Apply the time offset to this objects parent relationship
Type boolean, default False
- use_time_offset_particle**
Let the time offset work on the particle effect
Type boolean, default False
- vertex_groups**
Vertex groups of the object
Type [VertexGroups](#) collection of [VertexGroup](#), (readonly)
- children**
All the children of this object (readonly)
- users_group**
The groups this object is in (readonly)

users_scene

The scenes this object is in (readonly)

create_mesh (*scene, apply_modifiers, settings*)

Create a Mesh datablock with modifiers applied.

Parameters

- **scene** (*Scene*, (never None)) – Scene within which to evaluate modifiers.
- **apply_modifiers** (*boolean*) – Apply modifiers.
- **settings** (*enum in ['PREVIEW', 'RENDER']*) – Modifier settings to apply.

Returns Mesh created from object, remove it if it is only used for export.

Return type *Mesh*

create_dupli_list (*scene*)

Create a list of dupli objects for this object, needs to be freed manually with `free_dupli_list`.

Parameters

- **scene** (*Scene*, (never None)) – Scene within which to evaluate duplis.

free_dupli_list ()

Free the list of dupli objects.

find_armature ()

Find armature influencing this object as a parent or via a modifier.

Returns Armature object influencing this object or NULL.

Return type *Object*

shape_key_add (*name="Key", from_mix=True*)

Add shape key to an object.

Parameters

- **name** (*string, (optional)*) – Unique name for the new keylock.
- **from_mix** (*boolean, (optional)*) – Create new shape from existing mix of shapes.

Returns New shape keyblock.

Return type *ShapeKey*

ray_cast (*start, end*)

Cast a ray onto in object space.

Return (location, normal, index) *location*, The hit location of this ray cast, float array of 3 items in [-inf, inf]

normal, The face normal at the ray cast hit location, float array of 3 items in [-inf, inf]

index, The face index, -1 when no intersection is found., int in [-inf, inf]

update (*scene, object=True, data=True, time=True*)

Tag the object to update its display data.

Parameters

- **object** (*boolean, (optional)*) – Tag the object for updating
- **data** (*boolean, (optional)*) – Tag the objects display data for updating
- **time** (*boolean, (optional)*) – Tag the object time related data for updating

is_visible (*scene*)

Determine if object is visible in a given scene.

Returns Object visibility.

Return type boolean

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `ActionConstraint.target`
- `ArmatureActuator.secondary_target`
- `ArmatureActuator.target`
- `ArmatureModifier.object`
- `ArrayModifier.curve`
- `ArrayModifier.end_cap`
- `ArrayModifier.offset_object`
- `ArrayModifier.start_cap`
- `BlendData.objects`
- `BoidRuleAvoid.object`

- `BoidRuleFollowLeader.object`
- `BoidRuleGoal.object`
- `BooleanModifier.object`
- `Camera.dof_object`
- `CameraActuator.object`
- `CastModifier.object`
- `ChildOfConstraint.target`
- `ClampToConstraint.target`
- `ConstraintTarget.target`
- `CopyLocationConstraint.target`
- `CopyRotationConstraint.target`
- `CopyScaleConstraint.target`
- `CopyTransformsConstraint.target`
- `Curve.bevel_object`
- `Curve.taper_object`
- `CurveModifier.object`
- `CurveSplines.active`
- `DampedTrackConstraint.target`
- `DisplaceModifier.texture_coordinate_object`
- `DupliObject.object`
- `EditObjectActuator.object`
- `EditObjectActuator.track_object`
- `EnvironmentMap.viewpoint_object`
- `FloorConstraint.target`
- `FollowPathConstraint.target`
- `Group.objects`
- `GroupObjects.link`
- `GroupObjects.unlink`
- `HookModifier.object`
- `KinematicConstraint.pole_target`
- `KinematicConstraint.target`
- `LampTextureSlot.object`
- `LatticeModifier.object`
- `LimitDistanceConstraint.target`
- `LockedTrackConstraint.target`
- `MainObjects.new`
- `MainObjects.remove`
- `MaskModifier.armature`
- `MaterialTextureSlot.object`
- `MeshDeformModifier.object`
- `MirrorModifier.mirror_object`
- `Object.find_armature`
- `Object.parent`
- `Object.proxy`
- `Object.proxy_group`
- `ObjectActuator.reference_object`
- `ObjectBase.object`
- `ParentActuator.object`
- `ParticleEdit.object`
- `ParticleInstanceModifier.object`
- `ParticleSettings.billboard_object`
- `ParticleSettings.dupli_object`
- `ParticleSystem.parent`
- `ParticleSystem.reactor_target_object`

- `ParticleTarget.object`
- `PivotConstraint.target`
- `PointDensity.object`
- `PoseBone.custom_shape`
- `PropertyActuator.object`
- `RigidBodyJointConstraint.child`
- `RigidBodyJointConstraint.target`
- `Scene.camera`
- `Scene.objects`
- `SceneActuator.camera`
- `SceneObjects.active`
- `SceneObjects.link`
- `SceneObjects.unlink`
- `SceneSequence.scene_camera`
- `ScrewModifier.object`
- `ShrinkwrapConstraint.target`
- `ShrinkwrapModifier.auxiliary_target`
- `ShrinkwrapModifier.target`
- `SimpleDeformModifier.origin`
- `SpaceView3D.camera`
- `SpaceView3D.lock_object`
- `SplineIKConstraint.target`
- `StretchToConstraint.target`
- `TextCurve.follow_curve`
- `TimelineMarker.camera`
- `ToolSettings.etch_template`
- `TrackToConstraint.target`
- `TransformConstraint.target`
- `UVProjector.object`
- `VoxelData.domain_object`
- `WaveModifier.start_position_object`
- `WaveModifier.texture_coords_object`
- `WorldTextureSlot.object`

1.3.354 ObjectActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.ObjectActuator` (*Actuator*)

Actuator to control the object movement

angular_velocity

Sets the angular velocity

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

damping

Number of frames to reach the target velocity

Type int in `[-32768, 32767]`, default 0

derivate_coefficient

Not required, high values can cause instability

Type float in `[-inf, inf]`, default 0.0

force

Sets the force

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

force_max_x

Set the upper limit for force

Type float in [-inf, inf], default 0.0

force_max_y

Set the upper limit for force

Type float in [-inf, inf], default 0.0

force_max_z

Set the upper limit for force

Type float in [-inf, inf], default 0.0

force_min_x

Set the lower limit for force

Type float in [-inf, inf], default 0.0

force_min_y

Set the lower limit for force

Type float in [-inf, inf], default 0.0

force_min_z

Set the lower limit for force

Type float in [-inf, inf], default 0.0

integral_coefficient

Low value (0.01) for slow response, high value (0.5) for fast response

Type float in [-inf, inf], default 0.0

linear_velocity

Sets the linear velocity (in Servo mode it sets the target relative linear velocity, it will be achieved by automatic application of force. Null velocity is a valid target)

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

mode

Specify the motion system

Type enum in ['OBJECT_NORMAL', 'OBJECT_SERVO'], default 'OBJECT_NORMAL'

offset_location

Sets the location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

offset_rotation

Sets the rotation

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

proportional_coefficient

Typical value is 60x integral coefficient

Type float in [-inf, inf], default 0.0

reference_object

Reference object for velocity calculation, leave empty for world reference

Type `Object`

torque

Sets the torque

Type float array of 3 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0)

use_add_linear_velocity

Toggles between ADD and SET linV

Type boolean, default False

use_local_angular_velocity

Angular velocity is defined in local coordinates

Type boolean, default False

use_local_force

Force is defined in local coordinates

Type boolean, default False

use_local_linear_velocity

Velocity is defined in local coordinates

Type boolean, default False

use_local_location

Location is defined in local coordinates

Type boolean, default False

use_local_rotation

Rotation is defined in local coordinates

Type boolean, default False

use_local_torque

Torque is defined in local coordinates

Type boolean, default False

use_servo_limit_x

Set limit to force along the X axis

Type boolean, default False

use_servo_limit_y

Set limit to force along the Y axis

Type boolean, default False

use_servo_limit_z

Set limit to force along the Z axis

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`

- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.355 ObjectBase(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ObjectBase` (*bpy_struct*)

An object instance in a scene

layers

Layers the object base is on

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)

object

Object this base links to

Type `Object`, (readonly)

select

Object base selection state

Type boolean, default False

layers_from_view (*view*)

Sets the object layers from a 3D View (use when adding an object in local view).

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.object_bases`
- `SceneBases.active`
- `SceneObjects.link`

1.3.356 ObjectConstraints(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ObjectConstraints` (*bpy_struct*)
Collection of object constraints

active

Active Object constraint

Type `Constraint`

new (*type*)

Add a new constraint to this object

Parameters

- **type** (*enum in* [`'COPY_LOCATION'`, `'COPY_ROTATION'`, `'COPY_SCALE'`, `'COPY_TRANSFORMS'`, `'LIMIT_DISTANCE'`, `'LIMIT_LOCATION'`, `'LIMIT_ROTATION'`, `'LIMIT_SCALE'`, `'MAINTAIN_VOLUME'`, `'TRANSFORM'`, `'CLAMP_TO'`, `'DAMPED_TRACK'`, `'IK'`, `'LOCKED_TRACK'`, `'SPLINE_IK'`, `'STRETCH_TO'`, `'TRACK_TO'`, `'ACTION'`, `'CHILD_OF'`, `'FLOOR'`, `'FOLLOW_PATH'`, `'PIVOT'`, `'RIGID_BODY_JOINT'`, `'SCRIPT'`, `'SHRINKWRAP'`]) – Constraint type to add.

Returns New constraint.

Return type `Constraint`

remove (*constraint*)

Remove a constraint from this object.

Parameters

- **constraint** (`Constraint`, (never `None`)) – Removed constraint.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.constraints`

1.3.357 ObjectModifiers(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ObjectModifiers` (*bpy_struct*)

Collection of object modifiers

new (*name*, *type*)

Add a new modifier.

Parameters

- **name** (*string*) – New name for the bone.

- **type** (*enum in* ['ARRAY', 'BEVEL', 'BOOLEAN', 'BUILD', 'DECIMATE', 'EDGE_SPLIT', 'MASK', 'MIRROR', 'MULTIRES', 'SCREW', 'SOLIDIFY', 'SUBSURF', 'UV_PROJECT', 'ARMATURE', 'CAST', 'CURVE', 'DISPLACE', 'HOOK', 'LATTICE', 'MESH_DEFORM', 'SHRINKWRAP', 'SIMPLE_DEFORM', 'SMOOTH', 'WAVE', 'CLOTH', 'COLLISION', 'EXPLODE', 'FLUID_SIMULATION', 'PARTICLE_INSTANCE', 'PARTICLE_SYSTEM', 'SMOKE', 'SOFT_BODY', 'SURFACE']) – Modifier type to add.

Returns Newly created modifier.

Return type `Modifier`

remove (*modifier*)

Remove an existing modifier from the object.

Parameters

- **modifier** (`Modifier`, (never `None`)) – Modifier to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.modifiers`

1.3.358 ObstacleFluidSettings(FluidSettings)

base classes — `bpy_struct`, `FluidSettings`

class `bpy.types.ObstacleFluidSettings` (*FluidSettings*)

Fluid simulation settings for obstacles in the simulation

impact_factor

This is an unphysical value for moving objects - it controls the impact an obstacle has on the fluid, =0 behaves a bit like outflow (deleting fluid), =1 is default, while >1 results in high forces. Can be used to tweak total mass

Type float in [-2, 10], default 0.0

partial_slip_factor

Amount of mixing between no- and free-slip, 0 is no slip and 1 is free slip

Type float in [0, 1], default 0.0

slip_type

Type enum in ['NOSLIP', 'PARTIALSLIP', 'FREESLIP'], default 'NOSLIP'

use

Object contributes to the fluid simulation

Type boolean, default False

use_animated_mesh

Export this mesh as an animated one. Slower, only use if really necessary (e.g. armatures or parented objects), animated pos/rot/scale IPOs do not require it

Type boolean, default False

volume_initialization

Volume initialization type

Type enum in ['VOLUME', 'SHELL', 'BOTH'], default 'VOLUME'

Inherited Properties

- `bpy_struct.id_data`
- `FluidSettings.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.359 Operator(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Operator` (*bpy_struct*)

Storage of an operator being executed, or registered after execution

bl_description

Type string, default ""

bl_idname

Type string, default ""

bl_label

Type string, default ""

bl_options

Options for this operator type

Type enum in ['REGISTER', 'UNDO', 'BLOCKING', 'MACRO', 'GRAB_POINTER'], default 'REGISTER'

has_reports

Operator has a set of reports (warnings and errors) from last execution

Type boolean, default False, (readonly)

layout

Type `UILayout`, (readonly)

name

Type string, default "", (readonly)

properties

Type `OperatorProperties`, (readonly, never None)

report (*type, message*)

report

Parameters

- **type** (*enum in ['DEBUG', 'INFO', 'OPERATOR', 'WARNING', 'ERROR', 'ERROR_INVALID_INPUT', 'ERROR_INVALID_CONTEXT', 'ERROR_OUT_OF_MEMORY']*) – Type
- **message** (*string*) – Report Message

classmethod `poll` (*context=None*)

Test if the operator can be called or not.

Return type boolean

execute (*context=None*)

Execute the operator.

Returns result

Return type enum in ['RUNNING_MODAL', 'CANCELLED', 'FINISHED', 'PASS_THROUGH']

check (*context=None*)

Check the operator settings.

Returns result

Return type boolean

invoke (*context=None, event=None*)

Invoke the operator.

Returns result

Return type enum in ['RUNNING_MODAL', 'CANCELLED', 'FINISHED', 'PASS_THROUGH']

modal (*context=None, event=None*)

Modal operator function.

Returns result

Return type enum in ['RUNNING_MODAL', 'CANCELLED', 'FINISHED', 'PASS_THROUGH']

draw (*context=None*)

Draw function for the operator.

as_keywords (*ignore=()*)

Return a copy of the properties as a dictionary.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SpaceFileBrowser.operator`
- `WindowManager.fileselect_add`
- `WindowManager.invoke_confirm`
- `WindowManager.invoke_popup`
- `WindowManager.invoke_props_dialog`
- `WindowManager.invoke_props_popup`
- `WindowManager.invoke_search_popup`
- `WindowManager.modal_handler_add`
- `WindowManager.operators`

1.3.360 OperatorFileListElement(IDPropertyGroup)

base classes — `bpy_struct`, `IDPropertyGroup`

class `bpy.types.OperatorFileListElement` (*IDPropertyGroup*)

name

the name of a file or directory within a file list

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `IDPropertyGroup.name`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.361 OperatorMousePath(IDPropertyGroup)

base classes — `bpy_struct`, `IDPropertyGroup`

class `bpy.types.OperatorMousePath` (*IDPropertyGroup*)
Mouse path values for operators that record such paths

loc
Mouse location
Type float array of 2 items in `[-inf, inf]`, default `(0.0, 0.0)`

time
Time of mouse location
Type float in `[-inf, inf]`, default `0.0`

Inherited Properties

- `bpy_struct.id_data`
- `IDPropertyGroup.name`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.362 OperatorProperties(bpy_struct)

base class — `bpy_struct`

class `bpy.types.OperatorProperties` (*bpy_struct*)
Input properties of an Operator

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`

- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `KeyMapItem.properties`
- `Macro.properties`
- `Operator.properties`
- `OperatorTypeMacro.properties`
- `UILayout.operator`

1.3.363 OperatorStrokeElement(IDPropertyGroup)

base classes — `bpy_struct`, `IDPropertyGroup`

class `bpy.types.OperatorStrokeElement` (*IDPropertyGroup*)

location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

mouse

Type float array of 2 items in [-inf, inf], default (0.0, 0.0)

pen_flip

Type boolean, default False

pressure

Tablet pressure

Type float in [0, 1], default 0.0

time

Type float in [0, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `IDPropertyGroup.name`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.364 OperatorTypeMacro(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.OperatorTypeMacro` (*bpy_struct*)

Storage of a sub operator in a macro after it has been added

properties

Type `OperatorProperties`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.365 OrController(Controller)

base classes — `bpy_struct`, `Controller`

class `bpy.types.OrController` (*Controller*)
Controller passing on events based on a logical OR operation

Inherited Properties

- `bpy_struct.id_data`
- `Controller.name`
- `Controller.states`
- `Controller.show_expanded`
- `Controller.use_priority`
- `Controller.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Controller.link`
- `Controller.unlink`

1.3.366 OutflowFluidSettings(FluidSettings)

base classes — `bpy_struct`, `FluidSettings`

class `bpy.types.OutflowFluidSettings` (*FluidSettings*)
Fluid simulation settings for objects removing fluids from the simulation

use

Object contributes to the fluid simulation

Type boolean, default False

use_animated_mesh

Export this mesh as an animated one. Slower, only use if really necessary (e.g. armatures or parented objects), animated pos/rot/scale IPOs do not require it

Type boolean, default False

volume_initialization

Volume initialization type

Type enum in ['VOLUME', 'SHELL', 'BOTH'], default 'VOLUME'

Inherited Properties

- `bpy_struct.id_data`
- `FluidSettings.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.367 PackedFile(bpy_struct)

base class — `bpy_struct`

class `bpy.types.PackedFile` (*bpy_struct*)

External file packed into the .blend file

size

Size of packed file in bytes

Type int in [-inf, inf], default 0, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Image.packed_file`
- `Sound.packed_file`
- `VectorFont.packed_file`

1.3.368 Paint(`bpy_struct`)

base class — `bpy_struct`

subclasses — `VertexPaint`, `Sculpt`, `ImagePaint`

class `bpy.types.Paint` (*`bpy_struct`*)

brush

Active Brush

Type `Brush`

show_brush

Type `boolean`, default `False`

show_brush_on_surface

Type `boolean`, default `False`

show_low_resolution

For multires, show low resolution while navigating the view

Type `boolean`, default `False`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`

- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.369 Panel(`bpy_struct`)

base class — `bpy_struct`

subclasses — `InputKeyMapPanel`

class `bpy.types.Panel` (*bpy_struct*)
Panel containing UI elements

bl_context

The context in which the panel belongs to. (TODO: explain the possible combinations `bl_context/bl_region_type/bl_space_type`)

Type string, default ""

bl_idname

If this is set, the panel gets a custom ID, otherwise it takes the name of the class used to define the panel. For example, if the class name is "OBJECT_PT_hello", and `bl_idname` is not set by the script, then `bl_idname` = "OBJECT_PT_hello"

Type string, default ""

bl_label

The panel label, shows up in the panel header at the right of the triangle used to collapse the panel.

Type string, default ""

bl_options

Options for this panel type

Type enum in ['DEFAULT_CLOSED', 'HIDE_HEADER'], default 'DEFAULT_CLOSED'

bl_region_type

The region where the panel is going to be used in.

Type enum in ['WINDOW', 'HEADER', 'CHANNELS', 'TEMPORARY', 'UI', 'TOOLS', 'TOOL_PROPS', 'PREVIEW'], default 'WINDOW'

bl_space_type

The space where the panel is going to be used in.

Type enum in ['EMPTY', 'VIEW_3D', 'GRAPH_EDITOR', 'OUTLINER', 'PROPERTIES', 'FILE_BROWSER', 'IMAGE_EDITOR', 'INFO', 'SEQUENCE_EDITOR', 'TEXT_EDITOR', 'AUDIO_WINDOW', 'DOPESHEET_EDITOR', 'NLA_EDITOR',

‘SCRIPTS_WINDOW’, ‘TIMELINE’, ‘NODE_EDITOR’, ‘LOGIC_EDITOR’, ‘CONSOLE’, ‘USER_PREFERENCES’], default ‘EMPTY’

layout

Defines the structure of the panel in the UI.

Type `UILayout`, (readonly)

text

XXX todo

Type string, default “”

classmethod poll (*context*)

If this method returns a non-null output, then the panel can be drawn.

Return type boolean

draw (*context*)

Draw UI elements into the panel UI layout.

draw_header (*context*)

Draw UI elements into the panel’s header UI layout.

classmethod append (*draw_func*)

Prepend an draw function to this menu, takes the same arguments as the menus draw function.

classmethod prepend (*draw_func*)

Prepend a draw function to this menu, takes the same arguments as the menus draw function.

classmethod remove (*draw_func*)

Remove a draw function that has been added to this menu

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

1.3.370 ParentActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.ParentActuator` (*Actuator*)

mode

Type enum in ['SETPARENT', 'REMOVEPARENT'], default 'SETPARENT'

object

Set this object as parent

Type `Object`

use_compound

Add this object shape to the parent shape (only if the parent shape is already compound)

Type boolean, default False

use_ghost

Make this object ghost while parented (only if not compound)

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`

- `Actuator.unlink`

1.3.371 Particle(bpy_struct)

base class — `bpy_struct`

class `bpy.types.Particle` (*bpy_struct*)

Particle in a particle system

alive_state

Type enum in ['DEAD', 'UNBORN', 'ALIVE', 'DYING'], default 'DEAD'

angular_velocity

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

birth_time

Type float in [-inf, inf], default 0.0

die_time

Type float in [-inf, inf], default 0.0

is_exist

Type boolean, default False, (readonly)

is_hair

Type Collection of `ParticleHairKey`, (readonly)

is_visible

Type boolean, default False, (readonly)

keys

Type Collection of `ParticleKey`, (readonly)

lifetime

Type float in [-inf, inf], default 0.0

location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

prev_angular_velocity

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

prev_location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

prev_rotation

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

prev_velocity

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

rotation

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

size

Type float in [-inf, inf], default 0.0

velocity

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ParticleSystem.particles`

1.3.372 ParticleBrush(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ParticleBrush` (*bpy_struct*)
Particle editing brush

count

Particle count

Type int in [1, 1000], default 0

curve

Type `CurveMapping`, (readonly)

length_mode

Type enum in ['GROW', 'SHRINK'], default 'GROW'

puff_mode**Type** enum in ['ADD', 'SUB'], default 'ADD'**size**

Brush size

Type int in [1, 32767], default 0**steps**

Brush steps

Type int in [1, 32767], default 0**strength**

Brush strength

Type float in [0.001, 1], default 0.0**use_puff_volume**

Apply puff to unselected end-points, (helps maintain hair volume when puffing root)

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ParticleEdit.brush`

1.3.373 ParticleDupliWeight(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ParticleDupliWeight` (*bpy_struct*)

Weight of a particle dupliobject in a group

count

The number of times this object is repeated with respect to other objects

Type int in [0, 32767], default 0

name

Particle dupliobject name

Type string, default "", (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ParticleSettings.active_dupliweight`
- `ParticleSettings.dupli_weights`

1.3.374 ParticleEdit(*bpy_struct*)

base class — `bpy_struct`

class `bpy.types.ParticleEdit` (*bpy_struct*)

Properties of particle editing mode

brush

Type `ParticleBrush`, (readonly)

default_key_count

How many keys to make new particles with

Type int in [2, 32767], default 0

draw_step

How many steps to draw the path with

Type int in [2, 10], default 0

emitter_distance

Distance to keep particles away from the emitter

Type float in [0, inf], default 0.0

fade_frames

How many frames to fade

Type int in [2, 100], default 0

is_editable

A valid edit mode exists

Type boolean, default False, (readonly)

is_hair

Editing hair

Type boolean, default False, (readonly)

object

The edited object

Type `Object`, (readonly)

select_mode

Particle select and display mode

Type enum in ['PATH', 'POINT', 'TIP'], default 'PATH'

show_particles

Draw actual particles

Type boolean, default False

tool

Type enum in ['NONE', 'COMB', 'SMOOTH', 'ADD', 'LENGTH', 'PUFF', 'CUT', 'WEIGHT'], default 'COMB'

type

Type enum in ['PARTICLES', 'SOFT_BODY', 'CLOTH'], default 'PARTICLES'

use_auto_velocity

Calculate point velocities automatically

Type boolean, default False

use_default_interpolate

Interpolate new particles from the existing ones

Type boolean, default False

use_emitter_deflect

Keep paths from intersecting the emitter

Type boolean, default False

use_fade_time

Fade paths and keys further away from current frame

Type boolean, default False

use_preserve_length

Keep path lengths constant

Type boolean, default False

use_preserve_root

Keep root keys unmodified

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ToolSettings.particle_edit`

1.3.375 ParticleFluidSettings(FluidSettings)

base classes — `bpy_struct`, `FluidSettings`

class `bpy.types.ParticleFluidSettings` (*FluidSettings*)

Fluid simulation settings for objects storing fluid particles generated by the simulation

alpha_influence

Amount of particle alpha change, inverse of size influence: 0=off (all same alpha), 1=full. (large particles get lower alphas, smaller ones higher values)

Type float in [0, 2], default 0.0

filepath

Directory (and/or filename prefix) to store and load particles from

Type string, default ""

particle_influence

Amount of particle size scaling: 0=off (all same size), 1=full (range 0.2-2.0), >1=stronger

Type float in [0, 2], default 0.0

show_tracer

Show tracer particles

Type boolean, default False

use_drops

Show drop particles

Type boolean, default False

use_floats

Show floating foam particles

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `FluidSettings.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.376 ParticleHairKey(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ParticleHairKey` (*bpy_struct*)
Particle key for hair particle system

co

Location of the hair key in object space

Type float array of 3 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0)

co_hair_space

Location of the hair key in its internal coordinate system, relative to the emitting face

Type float array of 3 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0)

time

Relative time of key over hair length

Type float in $[0, \text{inf}]$, default 0.0

weight

Weight for cloth simulation

Type float in $[0, 1]$, default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Particle.is_hair`

1.3.377 ParticleInstanceModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.ParticleInstanceModifier` (*Modifier*)

Particle system instancing modifier

axis
Pole axis for rotation
Type enum in ['X', 'Y', 'Z'], default 'X'

object
Object that has the particle system
Type `Object`

particle_system_index
Type int in [1, 10], default 0

position
Position along path
Type float in [0, 1], default 0.0

random_position
Randomize position along path
Type float in [0, 1], default 0.0

show_alive
Show instances when particles are alive
Type boolean, default False

show_dead
Show instances when particles are dead
Type boolean, default False

show_unborn
Show instances when particles are unborn
Type boolean, default False

use_children
Create instances from child particles
Type boolean, default False

use_normal
Create instances from normal particles
Type boolean, default False

use_path
Create instances along particle paths
Type boolean, default False

use_preserve_shape
Don't stretch the object
Type boolean, default False

use_size
Use particle size to scale the instances
Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.378 ParticleKey(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ParticleKey` (*`bpy_struct`*)

Key location for a particle over time

angular_velocity

Key angular velocity

Type float array of 3 items in $[-inf, inf]$, default (0.0, 0.0, 0.0)

location

Key location

Type float array of 3 items in $[-inf, inf]$, default (0.0, 0.0, 0.0)

rotation

Key rotation quaterion

Type float array of 4 items in $[-inf, inf]$, default (0.0, 0.0, 0.0, 0.0)

time

Time of key over the simulation

Type float in $[0, inf]$, default 0.0

velocity

Key velocity

Type float array of 3 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0)**Inherited Properties**

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Particle.keys`

1.3.379 ParticleSettings(ID)base classes — `bpy_struct`, `ID`**class** `bpy.types.ParticleSettings` (*ID*)

Particle settings, reusable by multiple particle systems

active_dupliweight**Type** `ParticleDupliWeight`, (readonly)**active_dupliweight_index****Type** int in $[0, \text{inf}]$, default 0**adaptive_angle**

How many degrees path has to curve to make another render segment

Type int in $[0, 45]$, default 0**adaptive_pixel**

How many pixels path has to cover to make another render segment

Type int in [0, 50], default 0

angular_velocity_factor

Angular velocity amount

Type float in [-200, 200], default 0.0

angular_velocity_mode

Particle angular velocity mode

Type enum in ['NONE', 'SPIN', 'RAND'], default 'NONE'

animation_data

Animation data for this datablock

Type [AnimData](#), (readonly)

apply_effector_to_children

Apply effectors to children

Type boolean, default False

apply_guide_to_children

Type boolean, default False

billboard_align

In respect to what the billboards are aligned

Type enum in ['X', 'Y', 'Z', 'VIEW', 'VEL'], default 'X'

billboard_animation

How to animate billboard textures

Type enum in ['NONE', 'TIME', 'ANGLE'], default 'NONE'

billboard_object

Billboards face this object (default is active camera)

Type [Object](#)

billboard_offset

Type float array of 2 items in [-100, 100], default (0.0, 0.0)

billboard_offset_split

How to offset billboard textures

Type enum in ['NONE', 'LINEAR', 'RANDOM'], default 'NONE'

billboard_tilt

Tilt of the billboards

Type float in [-1, 1], default 0.0

billboard_tilt_random

Random tilt of the billboards

Type float in [0, 1], default 0.0

billboard_uv_split

Amount of rows/columns to split UV coordinates for billboards

Type int in [1, 100], default 0

boids

Type [BoidSettings](#), (readonly)

branch_threshold

Threshold of branching

Type float in [0, 1], default 0.0**brownian_factor**

Specify the amount of Brownian motion

Type float in [0, 200], default 0.0**child_length**

Length of child paths

Type float in [0, 1], default 0.0**child_length_threshold**

Amount of particles left untouched by child path length

Type float in [0, 1], default 0.0**child_nbr**

Amount of children/parent

Type int in [0, 100000], default 0**child_radius**

Radius of children around parent

Type float in [0, 10], default 0.0**child_roundness**

Roundness of children around parent

Type float in [0, 1], default 0.0**child_size**

A multiplier for the child particle size

Type float in [0.001, 100000], default 0.0**child_size_random**

Random variation to the size of the child particles

Type float in [0, 1], default 0.0**child_type**

Create child particles

Type enum in ['NONE', 'PARTICLES', 'FACES'], default 'NONE'**clump_factor**

Amount of clumping

Type float in [-1, 1], default 0.0**clump_shape**

Shape of clumping

Type float in [-0.999, 0.999], default 0.0**count**

Total number of particles

Type int in [0, 10000000], default 0**damping**

Specify the amount of damping

Type float in [0, 1], default 0.0

distribution

How to distribute particles on selected element

Type enum in ['JIT', 'RAND', 'GRID'], default 'JIT'

drag_factor

Specify the amount of air-drag

Type float in [0, 1], default 0.0

draw_method

How particles are drawn in viewport

Type enum in ['NONE', 'RENDER', 'DOT', 'CIRC', 'CROSS', 'AXIS'], default 'NONE'

draw_percentage

Percentage of particles to display in 3D view

Type int in [0, 100], default 0

draw_size

Size of particles on viewport in pixels (0=default)

Type int in [0, 1000], default 0

draw_step

How many steps paths are drawn with (power of 2)

Type int in [0, 7], default 0

dupli_group

Show Objects in this Group in place of particles

Type Group

dupli_object

Show this Object in place of particles

Type Object

dupli_weights

Weights for all of the objects in the dupli group

Type Collection of ParticleDupliWeight, (readonly)

effect_hair

Hair stiffness for effectors

Type float in [0, 1], default 0.0

effector_weights

Type EffectorWeights, (readonly)

emit_from

Where to emit particles from

Type enum in ['VERT', 'FACE', 'VOLUME', 'PARTICLE'], default 'VERT'

factor_random

Give the starting speed a random variation

Type float in [0, 200], default 0.0

fluid

Type `SPHFluidSettings`, (readonly)

force_field_1

Type `FieldSettings`, (readonly)

force_field_2

Type `FieldSettings`, (readonly)

frame_end

Frame # to stop emitting particles

Type float in [-300000, 300000], default 0.0

frame_start

Frame # to start emitting particles

Type float in [-300000, 300000], default 0.0

grid_resolution

The resolution of the particle grid

Type int in [1, 46], default 0

hair_step

Number of hair segments

Type int in [2, 50], default 0

integrator

Select physics integrator type

Type enum in ['EULER', 'VERLET', 'MIDPOINT', 'RK4'], default 'EULER'

invert_grid

Invert what is considered object and what is not

Type boolean, default False

jitter_factor

Amount of jitter applied to the sampling

Type float in [0, 2], default 0.0

keyed_loops

Number of times the keys are looped

Type int in [1, 10000], default 0

keys_step

Type int in [0, 32767], default 0

kink

Type of periodic offset on the path

Type enum in ['NO', 'CURL', 'RADIAL', 'WAVE', 'BRAID'], default 'NO'

kink_amplitude

The amplitude of the offset

Type float in [-100000, 100000], default 0.0

kink_axis

Which axis to use for offset

Type enum in ['X', 'Y', 'Z'], default 'X'

kink_frequency

The frequency of the offset (1/total length)

Type float in [-100000, 100000], default 0.0

kink_shape

Adjust the offset to the beginning/end

Type float in [-0.999, 0.999], default 0.0

length_random

Give path length a random variation

Type float in [0, 1], default 0.0

lifetime

Specify the life span of the particles

Type float in [1, 300000], default 0.0

lifetime_random

Give the particle life a random variation

Type float in [0, 1], default 0.0

line_length_head

Length of the line's head

Type float in [0, 100000], default 0.0

line_length_tail

Length of the line's tail

Type float in [0, 100000], default 0.0

lock_billboard

Lock the billboards align axis

Type boolean, default False

lock_boids_to_surface

Constrain boids to a surface

Type boolean, default False

mass

Specify the mass of the particles

Type float in [0.001, 100000], default 0.0

material

Specify material used for the particles

Type int in [1, 16], default 0

normal_factor

Let the surface normal give the particle a starting speed

Type float in [-1000, 1000], default 0.0

object_align_factor

Let the emitter object orientation give the particle a starting speed

Type float array of 3 items in [-200, 200], default (0.0, 0.0, 0.0)

object_factor

Let the object give the particle a starting speed

Type float in [-200, 200], default 0.0

particle_factor

Let the target particle give the particle a starting speed

Type float in [-200, 200], default 0.0

particle_size

The size of the particles

Type float in [0.001, 100000], default 0.0

path_end

End time of drawn path

Type float in [-inf, inf], default 0.0

path_start

Starting time of drawn path

Type float in [-inf, inf], default 0.0

phase_factor

Initial rotation phase

Type float in [-1, 1], default 0.0

phase_factor_random

Randomize rotation phase

Type float in [0, 1], default 0.0

physics_type

Particle physics type

Type enum in ['NO', 'NEWTON', 'KEYED', 'BOIDS', 'FLUID'], default 'NO'

react_event

The event of target particles to react on

Type enum in ['DEATH', 'COLLIDE', 'NEAR'], default 'DEATH'

reaction_shape

Power of reaction strength dependence on distance to target

Type float in [0, 10], default 0.0

reactor_factor

Let the vector away from the target particles location give the particle a starting speed

Type float in [-10, 10], default 0.0

render_step

How many steps paths are rendered with (power of 2)

Type int in [0, 9], default 0

render_type

How particles are rendered

Type enum in ['NONE', 'HALO', 'LINE', 'PATH', 'OBJECT', 'GROUP', 'BILLBOARD'], default 'NONE'

rendered_child_count

Amount of children/parent for rendering

Type int in [0, 100000], default 0

rotation_factor_random

Randomize rotation

Type float in [0, 1], default 0.0

rotation_mode

Particles initial rotation

Type enum in ['NONE', 'NOR', 'VEL', 'GLOB_X', 'GLOB_Y', 'GLOB_Z', 'OB_X', 'OB_Y', 'OB_Z'], default 'NONE'

roughness_1

Amount of location dependent rough

Type float in [0, 100000], default 0.0

roughness_1_size

Size of location dependent rough

Type float in [0.01, 100000], default 0.0

roughness_2

Amount of random rough

Type float in [0, 100000], default 0.0

roughness_2_size

Size of random rough

Type float in [0.01, 100000], default 0.0

roughness_2_threshold

Amount of particles left untouched by random rough

Type float in [0, 1], default 0.0

roughness_end_shape

Shape of end point rough

Type float in [0, 10], default 0.0

roughness_endpoint

Amount of end point rough

Type float in [0, 100000], default 0.0

show_health

Draw boid health

Type boolean, default False

show_material_color

Draw particles using material's diffuse color

Type boolean, default False

show_number

Show particle number

Type boolean, default False

show_size

Show particle size

Type boolean, default False

show_unborn

Show particles before they are emitted

Type boolean, default False

show_velocity

Show particle velocity

Type boolean, default False

simplify_rate

Speed of simplification

Type float in [0, 1], default 0.0

simplify_refsize

Reference size in pixels, after which simplification begins

Type int in [1, 32768], default 0

simplify_transition

Transition period for fading out strands

Type float in [0, 1], default 0.0

simplify_viewport

Speed of Simplification

Type float in [0, 0.999], default 0.0

size_random

Give the particle size a random variation

Type float in [0, 1], default 0.0

subframes

Subframes to simulate for improved stability and finer granularity simulations

Type int in [0, 1000], default 0

tangent_factor

Let the surface tangent give the particle a starting speed

Type float in [-1000, 1000], default 0.0

tangent_phase

Rotate the surface tangent

Type float in [-1, 1], default 0.0

time_tweak

A multiplier for physics timestep (1.0 means one frame = 1/25 seconds)

Type float in [0, 100], default 0.0

trail_count

Number of trail particles

Type int in [1, 100000], default 0

type

Type enum in ['EMITTER', 'HAIR'], default 'EMITTER'

use_absolute_path_time

Path timing is in absolute frames

Type boolean, default False

use_animate_branching

Animate branching

Type boolean, default False

use_branching

Branch child paths from each other

Type boolean, default False

use_dead

Show particles after they have died

Type boolean, default False

use_die_on_collision

Particles die when they collide with a deflector object

Type boolean, default False

use_dynamic_rotation

Sets rotation to dynamic/constant

Type boolean, default False

use_emit_random

Emit in random order of elements

Type boolean, default False

use_even_distribution

Use even distribution from faces based on face areas or edge lengths

Type boolean, default False

use_global_dupli

Use object's global coordinates for duplication

Type boolean, default False

use_group_count

Use object multiple times in the same group

Type boolean, default False

use_group_pick_random

Pick objects from group randomly

Type boolean, default False

use_hair_bspline

Interpolate hair using B-Splines

Type boolean, default False

use_multiply_size_mass

Multiply mass by particle size

Type boolean, default False

use_parent_particles

Render parent particles

Type boolean, default False

use_react_multiple

React multiple times

Type boolean, default False**use_react_start_end**

Give birth to unreacted particles eventually

Type boolean, default False**use_render_adaptive**

Draw steps of the particle path

Type boolean, default False**use_render_emitter**

Render emitter Object also

Type boolean, default False**use_self_effect**

Particle effectors effect themselves

Type boolean, default False**use_simplify**

Remove child strands as the object becomes smaller on the screen

Type boolean, default False**use_simplify_viewport****Type** boolean, default False**use_size_deflect**

Use particle's size in deflection

Type boolean, default False**use_strand_primitive**

Use the strand primitive for rendering

Type boolean, default False**use_symmetric_branching**

Start and end points are the same

Type boolean, default False**use_velocity_length**

Multiply line length by particle speed

Type boolean, default False**use_whole_group**

Use whole group at once

Type boolean, default False**userjit**

Emission locations / face (0 = automatic)

Type int in [0, 1000], default 0**virtual_parents**

Relative amount of virtual parents

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.particles`
- `MainParticles.new`
- `MainParticles.remove`
- `ParticleSystem.settings`

1.3.380 ParticleSystem(*bpy_struct*)

base class — `bpy_struct`

class `bpy.types.ParticleSystem` (*bpy_struct*)

Particle system in an object

active_particle_target

Type `ParticleTarget`, (readonly)

active_particle_target_index
Type int in [0, inf], default 0

billboard_normal_uv
UV Layer to control billboard normals
Type string, default ""

billboard_split_uv
UV Layer to control billboard splitting
Type string, default ""

billboard_time_index_uv
UV Layer to control billboard time index (X-Y)
Type string, default ""

child_particles
Child particles generated by the particle system
Type Collection of [ChildParticle](#), (readonly)

cloth
Cloth dynamics for hair
Type [ClothModifier](#), (readonly, never None)

has_multiple_caches
Particle system has multiple point caches
Type boolean, default False, (readonly)

invert_vertex_group_clump
Negate the effect of the clump vertex group
Type boolean, default False

invert_vertex_group_density
Negate the effect of the density vertex group
Type boolean, default False

invert_vertex_group_field
Negate the effect of the field vertex group
Type boolean, default False

invert_vertex_group_kink
Negate the effect of the kink vertex group
Type boolean, default False

invert_vertex_group_length
Negate the effect of the length vertex group
Type boolean, default False

invert_vertex_group_rotation
Negate the effect of the rotation vertex group
Type boolean, default False

invert_vertex_group_roughness_1
Negate the effect of the roughness 1 vertex group

Type boolean, default False

invert_vertex_group_roughness_2

Negate the effect of the roughness 2 vertex group

Type boolean, default False

invert_vertex_group_roughness_end

Negate the effect of the roughness end vertex group

Type boolean, default False

invert_vertex_group_size

Negate the effect of the size vertex group

Type boolean, default False

invert_vertex_group_tangent

Negate the effect of the tangent vertex group

Type boolean, default False

invert_vertex_group_velocity

Negate the effect of the velocity vertex group

Type boolean, default False

is_editable

Particle system can be edited in particle mode

Type boolean, default False, (readonly)

is_edited

Particle system has been edited in particle mode

Type boolean, default False, (readonly)

is_global_hair

Hair keys are in global coordinate space

Type boolean, default False, (readonly)

name

Particle system name

Type string, default ""

parent

Use this object's coordinate system instead of global coordinate system

Type [Object](#)

particles

Particles generated by the particle system

Type Collection of [Particle](#), (readonly)

point_cache

Type [PointCache](#), (readonly, never None)

reactor_target_object

For reactor systems, the object that has the target particle system (empty if same object)

Type [Object](#)

reactor_target_particle_system

For reactor systems, index of particle system on the target object

Type int in [1, 32767], default 0

seed

Offset in the random number table, to get a different randomized result

Type int in [0, inf], default 0

settings

Particle system settings

Type `ParticleSettings`, (never None)

targets

Target particle systems

Type Collection of `ParticleTarget`, (readonly)

use_hair_dynamics

Enable hair dynamics using cloth simulation

Type boolean, default False

use_keyed_timing

Use key times

Type boolean, default False

vertex_group_clump

Vertex group to control clump

Type string, default ""

vertex_group_density

Vertex group to control density

Type string, default ""

vertex_group_field

Vertex group to control field

Type string, default ""

vertex_group_kink

Vertex group to control kink

Type string, default ""

vertex_group_length

Vertex group to control length

Type string, default ""

vertex_group_rotation

Vertex group to control rotation

Type string, default ""

vertex_group_roughness_1

Vertex group to control roughness 1

Type string, default ""

vertex_group_roughness_2

Vertex group to control roughness 2

Type string, default ""

vertex_group_roughness_end

Vertex group to control roughness end

Type string, default ""

vertex_group_size

Vertex group to control size

Type string, default ""

vertex_group_tangent

Vertex group to control tangent

Type string, default ""

vertex_group_velocity

Vertex group to control velocity

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.particle_systems`
- `ParticleSystemModifier.particle_system`
- `ParticleSystems.active`
- `PointDensity.particle_system`
- `SmokeFlowSettings.particle_system`

1.3.381 ParticleSystemModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.ParticleSystemModifier` (*Modifier*)
Particle system simulation modifier

particle_system

Particle System that this modifier controls

Type `ParticleSystem`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.382 ParticleSystems(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ParticleSystems` (*bpy_struct*)
Collection of particle systems

active

Active particle system being displayed

Type `ParticleSystem`, (readonly)

active_index

Index of active particle system slot

Type int in [0, inf], default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.particle_systems`

1.3.383 ParticleTarget(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ParticleTarget` (*bpy_struct*)

Target particle system

alliance

Type enum in ['FRIEND', 'NEUTRAL', 'ENEMY'], default 'NEUTRAL'

duration

Type float in [0, 30000], default 0.0

is_valid

Keyed particles target is valid

Type boolean, default False

name

Particle target name

Type string, default "", (readonly)

object

The object that has the target particle system (empty if same object)

Type Object

system

The index of particle system on the target object

Type int in [1, inf], default 0

time

Type float in [0, 30000], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ParticleSystem.active_particle_target`
- `ParticleSystem.targets`

1.3.384 PivotConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.PivotConstraint` (*Constraint*)

Rotate around a different point

head_tail

Target along length of bone: Head=0, Tail=1

Type float in [0, 1], default 0.0

offset

Offset of pivot from target (when set), or from owner's location (when Fixed Position is off), or the absolute pivot point

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

rotation_range

Rotation range on which pivoting should occur

Type enum in ['ALWAYS_ACTIVE', 'NX', 'NY', 'NZ', 'X', 'Y', 'Z'], default 'NX'

subtarget

Type string, default ""

target

Target Object, defining the position of the pivot when defined

Type Object

use_relative_location

Offset will be an absolute point in space instead of relative to the target

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.385 PluginSequence(EffectSequence)

base classes — `bpy_struct`, `Sequence`, `EffectSequence`

class `bpy.types.PluginSequence` (*EffectSequence*)
Sequence strip applying an effect, loaded from an external plugin

filename

Type string, default "", (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Sequence.name`
- `Sequence.blend_type`
- `Sequence.blend_alpha`
- `Sequence.channel`
- `Sequence.effect_fader`
- `Sequence.frame_final_end`
- `Sequence.frame_offset_end`
- `Sequence.frame_still_end`
- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.select_left_handle`
- `Sequence.frame_final_duration`
- `Sequence.frame_duration`
- `Sequence.lock`
- `Sequence.mute`
- `Sequence.select_right_handle`
- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`
- `Sequence.use_default_fade`
- `Sequence.input_count`
- `EffectSequence.color_balance`
- `EffectSequence.use_float`
- `EffectSequence.crop`
- `EffectSequence.use_deinterlace`
- `EffectSequence.use_reverse_frames`
- `EffectSequence.use_flip_x`
- `EffectSequence.use_flip_y`
- `EffectSequence.color_multiply`

- `EffectSequence.use_premultiply`
- `EffectSequence.proxy`
- `EffectSequence.use_proxy_custom_directory`
- `EffectSequence.use_proxy_custom_file`
- `EffectSequence.color_saturation`
- `EffectSequence.strobe`
- `EffectSequence.transform`
- `EffectSequence.use_color_balance`
- `EffectSequence.use_crop`
- `EffectSequence.use_proxy`
- `EffectSequence.use_translation`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.386 PluginTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.PluginTexture` (*Texture*)

External plugin texture

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`

- ID.tag
- ID.users
- Texture.animation_data
- Texture.intensity
- Texture.color_ramp
- Texture.contrast
- Texture.factor_blue
- Texture.factor_green
- Texture.factor_red
- Texture.node_tree
- Texture.saturation
- Texture.use_preview_alpha
- Texture.type
- Texture.use_color_ramp
- Texture.use_nodes
- Texture.users_material
- Texture.users_object_modifier
- Texture.users_material
- Texture.users_object_modifier

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast
- bpy_struct.values
- ID.copy
- ID.user_clear
- ID.animation_data_create
- ID.animation_data_clear

1.3.387 PointCache(bpy_struct)

base class — `bpy_struct`

class `bpy.types.PointCache` (*bpy_struct*)
Point cache for physics simulations

filepath
Cache file path

Type string, default ""

frame_end
Frame on which the simulation stops
Type int in [1, 300000], default 0

frame_start
Frame on which the simulation starts
Type int in [1, 300000], default 0

frame_step
Number of frames between cached frames
Type int in [1, 20], default 0

frames_skipped
Type boolean, default False, (readonly)

index
Index number of cache files
Type int in [-1, 100], default 0

info
Info on current cache status
Type string, default "", (readonly)

is_baked
Type boolean, default False, (readonly)

is_baking
Type boolean, default False, (readonly)

is_outdated
Type boolean, default False, (readonly)

name
Cache name
Type string, default ""

point_caches
Point cache list
Type `PointCaches` collection of `PointCache`, (readonly)

use_disk_cache
Save cache files to disk (.blend file must be saved first)
Type boolean, default False

use_external
Read cache from an external location
Type boolean, default False

use_library_path
Use this files path when library linked into another file.
Type boolean, default False

use_quick_cache

Update simulation with cache steps

Type boolean, default False**Inherited Properties**

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ClothModifier.point_cache`
- `ParticleSystem.point_cache`
- `PointCache.point_caches`
- `SmokeDomainSettings.point_cache`
- `SoftBodyModifier.point_cache`

1.3.388 PointCaches(`bpy_struct`)base class — `bpy_struct`**class** `bpy.types.PointCaches` (*bpy_struct*)

Collection of point caches

active_index**Type** int in [0, inf], default 0**Inherited Properties**

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `PointCache.point_caches`

1.3.389 PointDensity(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.PointDensity` (*bpy_struct*)

Point density settings

color_ramp

Type `ColorRamp`, (readonly)

color_source

Data to derive color results from

Type enum in ['CONSTANT', 'PARTICLE_AGE', 'PARTICLE_SPEED', 'PARTICLE_VELOCITY'], default 'CONSTANT'

falloff

Method of attenuating density by distance from the point

Type enum in ['STANDARD', 'SMOOTH', 'SOFT', 'CONSTANT', 'ROOT'], default 'STANDARD'

falloff_soft

Softness of the 'soft' falloff option

Type float in [0.01, inf], default 0.0

noise_basis

Noise formula used for turbulence

Type enum in ['BLENDER_ORIGINAL', 'ORIGINAL_PERLIN', 'IMPROVED_PERLIN', 'VORONOI_F1', 'VORONOI_F2', 'VORONOI_F3', 'VORONOI_F4'],

`'VORONOI_F2_F1', 'VORONOI_CRACKLE', 'CELL_NOISE'], default`
`'BLENDER_ORIGINAL'`

object

Object to take point data from

Type `Object`

particle_cache_space

Co-ordinate system to cache particles in

Type enum in [`'OBJECT_LOCATION', 'OBJECT_SPACE', 'WORLD_SPACE'`], default
`'OBJECT_LOCATION'`

particle_system

Particle System to render as points

Type `ParticleSystem`

point_source

Point data to use as renderable point density

Type enum in [`'PARTICLE_SYSTEM', 'OBJECT'`], default `'PARTICLE_SYSTEM'`

radius

Radius from the shaded sample to look for points within

Type float in [0.001, inf], default 0.0

speed_scale

Multiplier to bring particle speed within an acceptable range

Type float in [0.001, 100], default 0.0

turbulence_depth

Level of detail in the added turbulent noise

Type int in [0, 30], default 0

turbulence_influence

Method for driving added turbulent noise

Type enum in [`'STATIC', 'PARTICLE_VELOCITY', 'PARTICLE_AGE',`
`'GLOBAL_TIME'`], default `'STATIC'`

turbulence_scale

Scale of the added turbulent noise

Type float in [0.01, inf], default 0.0

turbulence_strength

Type float in [0.01, inf], default 0.0

use_turbulence

Add directed noise to the density at render-time

Type boolean, default False

vertex_cache_space

Co-ordinate system to cache vertices in

Type enum in [`'OBJECT_LOCATION', 'OBJECT_SPACE', 'WORLD_SPACE'`], default
`'OBJECT_LOCATION'`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `PointDensityTexture.point_density`

1.3.390 PointDensityTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.PointDensityTexture` (*Texture*)
Settings for the Point Density texture

point_density

The point density settings associated with this texture

Type `PointDensity`, (readonly)

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`

- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.391 PointLamp(Lamp)

base classes — `bpy_struct`, `ID`, `Lamp`

class `bpy.types.PointLamp` (*Lamp*)
Omnidirectional point lamp

falloff_curve

Custom Lamp Falloff Curve

Type `CurveMapping`, (readonly)

falloff_type

Intensity Decay with distance

Type enum in ['CONSTANT', 'INVERSE_LINEAR', 'INVERSE_SQUARE', 'CUSTOM_CURVE', 'LINEAR_QUADRATIC_WEIGHTED'], default 'CONSTANT'

linear_attenuation

Linear distance attenuation

Type float in [0, 1], default 0.0

quadratic_attenuation

Quadratic distance attenuation

Type float in [0, 1], default 0.0

shadow_adaptive_threshold

Threshold for Adaptive Sampling (Raytraced shadows)

Type float in [0, 1], default 0.0

shadow_color

Color of shadows cast by the lamp

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

shadow_method

Method to compute lamp shadow with

Type enum in ['NOSHADOW', 'RAY_SHADOW'], default 'NOSHADOW'

shadow_ray_sample_method

Method for generating shadow samples: Adaptive QMC is fastest, Constant QMC is less noisy but slower

Type enum in ['ADAPTIVE_QMC', 'CONSTANT_QMC'], default 'ADAPTIVE_QMC'

shadow_ray_samples

Amount of samples taken extra (samples x samples)

Type int in [1, 64], default 0

shadow_soft_size

Light size for ray shadow sampling (Raytraced shadows)

Type float in [-inf, inf], default 0.0

use_only_shadow

Causes light to cast shadows only without illuminating objects

Type boolean, default False

use_shadow_layer

Causes only objects on the same layer to cast shadows

Type boolean, default False

use_sphere

Sets light intensity to zero beyond lamp distance

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

- ID.name
- ID.use_fake_user
- ID.library
- ID.tag
- ID.users
- Lamp.active_texture
- Lamp.active_texture_index
- Lamp.animation_data
- Lamp.color
- Lamp.use_diffuse
- Lamp.distance
- Lamp.energy
- Lamp.use_own_layer
- Lamp.use_negative
- Lamp.use_specular
- Lamp.texture_slots
- Lamp.type

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast
- bpy_struct.values
- ID.copy
- ID.user_clear
- ID.animation_data_create
- ID.animation_data_clear

1.3.392 PointerProperty(Property)

base classes — bpy_struct, Property

class bpy.types.**PointerProperty** (*Property*)
 RNA pointer property to point to another RNA struct

fixed_type

Fixed pointer type, empty if variable type

Type Struct, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Property.name`
- `Property.srna`
- `Property.description`
- `Property.identifier`
- `Property.is_never_none`
- `Property.is_readonly`
- `Property.is_runtime`
- `Property.is_registered`
- `Property.is_registered_optional`
- `Property.is_required`
- `Property.is_output`
- `Property.subtype`
- `Property.type`
- `Property.unit`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.393 Pose(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Pose` (*`bpy_struct`*)

A collection of pose channels, including settings for animating bones

animation_visualisation

Animation data for this datablock

Type `AnimViz`, (readonly, never None)

bone_groups

Groups of the bones

Type `BoneGroups` collection of `BoneGroup`, (readonly)

bones

Individual pose bones for the armature

Type Collection of `PoseBone`, (readonly)

ik_param

Parameters for IK solver

Type `IKParam`, (readonly)

ik_solver

Selection of IK solver for IK chain, current choice is 0 for Legacy, 1 for iTaSC

Type enum in ['LEGACY', 'ITASC'], default 'LEGACY'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.pose`

1.3.394 PoseBone(bpy_struct)

base class — `bpy_struct`

class `bpy.types.PoseBone` (*bpy_struct*)

Channel defining pose data for a bone in a Pose

bone

Bone associated with this PoseBone

Type `Bone`, (readonly, never None)

bone_group

Bone Group this pose channel belongs to

Type `BoneGroup`

bone_group_index

Bone Group this pose channel belongs to (0=no group)

Type `int` in `[-32768, 32767]`, default 0

child

Child of this pose bone

Type `PoseBone`, (readonly)

constraints

Constraints that act on this PoseChannel

Type `PoseBoneConstraints` collection of `Constraint`, (readonly)

custom_shape

Object that defines custom draw type for this bone

Type `Object`

custom_shape_transform

Bone that defines the display transform of this custom shape

Type `PoseBone`

head

Location of head of the channel's bone

Type `float` array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`, (readonly)

ik_linear_weight

Weight of scale constraint for IK

Type `float` in `[0, 1]`, default 0.0

ik_max_x

Maximum angles for IK Limit

Type `float` in `[0, 3.14159]`, default 0.0

ik_max_y

Maximum angles for IK Limit

Type `float` in `[0, 3.14159]`, default 0.0

ik_max_z

Maximum angles for IK Limit

Type `float` in `[0, 3.14159]`, default 0.0

ik_min_x

Minimum angles for IK Limit

Type `float` in `[-3.14159, 0]`, default 0.0

ik_min_y

Minimum angles for IK Limit

Type `float` in `[-3.14159, 0]`, default 0.0

ik_min_z

Minimum angles for IK Limit

Type float in [-3.14159, 0], default 0.0

ik_rotation_weight

Weight of rotation constraint for IK

Type float in [0, 1], default 0.0

ik_stiffness_x

IK stiffness around the X axis

Type float in [0, 0.99], default 0.0

ik_stiffness_y

IK stiffness around the Y axis

Type float in [0, 0.99], default 0.0

ik_stiffness_z

IK stiffness around the Z axis

Type float in [0, 0.99], default 0.0

ik_stretch

Allow scaling of the bone for IK

Type float in [0, 1], default 0.0

is_in_ik_chain

Is part of an IK chain

Type boolean, default False, (readonly)

location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

lock_ik_x

Disallow movement around the X axis

Type boolean, default False

lock_ik_y

Disallow movement around the Y axis

Type boolean, default False

lock_ik_z

Disallow movement around the Z axis

Type boolean, default False

lock_location

Lock editing of location in the interface

Type boolean array of 3 items, default (False, False, False)

lock_rotation

Lock editing of rotation in the interface

Type boolean array of 3 items, default (False, False, False)

lock_rotation_w

Lock editing of 'angle' component of four-component rotations in the interface

Type boolean, default False

lock_rotations_4d

Lock editing of four component rotations by components (instead of as Eulers)

Type boolean, default False

lock_scale

Lock editing of scale in the interface

Type boolean array of 3 items, default (False, False, False)

matrix

Final 4x4 matrix for this channel

Type float array of 16 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0), (readonly)

matrix_basis

Provides an alternative access to loc/scale/rotation relative to the parent and own rest bone.

Type float array of 16 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

matrix_channel

4x4 matrix, before constraints

Type float array of 16 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0), (readonly)

motion_path

Motion Path for this element

Type `MotionPath`, (readonly)

name

Type string, default ""

parent

Parent of this pose bone

Type `PoseBone`, (readonly)

rotation_axis_angle

Angle of Rotation for Axis-Angle rotation representation

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 1.0, 0.0)

rotation_euler

Rotation in Eulers

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

rotation_mode

Type enum in ['QUATERNION', 'XYZ', 'XZY', 'YXZ', 'YZX', 'ZXY', 'ZYX', 'AXIS_ANGLE'], default 'QUATERNION'

rotation_quaternion

Rotation in Quaternions

Type float array of 4 items in [-inf, inf], default (1.0, 0.0, 0.0, 0.0)

scale

Type float array of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

tail

Location of tail of the channel's bone

Type float array of 3 items in $[-inf, inf]$, default (0.0, 0.0, 0.0), (readonly)

use_ik_limit_x

Limit movement around the X axis

Type boolean, default False

use_ik_limit_y

Limit movement around the Y axis

Type boolean, default False

use_ik_limit_z

Limit movement around the Z axis

Type boolean, default False

use_ik_linear_control

Apply channel size as IK constraint if stretching is enabled

Type boolean, default False

use_ik_rotation_control

Apply channel rotation as IK constraint

Type boolean, default False

basename

The name of this bone before any '.' character (readonly)

center

The midpoint between the head and the tail. (readonly)

children

A list of all the bones children. (readonly)

children_recursive

a list of all children from this bone. (readonly)

children_recursive_basename

Returns a chain of children with the same base name as this bone Only direct chains are supported, forks caused by multiple children with matching basenames will terminate the function and not be returned.

(readonly)

length

The distance from head to tail, when set the head is moved to fit the length.

parent_recursive

A list of parents, starting with the immediate parent (readonly)

vector

The direction this bone is pointing. Utility function for (tail - head) (readonly)

x_axis

Vector pointing down the x-axis of the bone.

(readonly)

y_axis

Vector pointing down the x-axis of the bone.

(readonly)

z_axis

Vector pointing down the x-axis of the bone.

(readonly)

evaluate_envelope (*point*)

Calculate bone envelope at given point.

Parameters

- **point** (*float array of 3 items in [-inf, inf]*) – Point, Position in 3d space to evaluate

Returns Factor, Envelope factor

Return type float in [-inf, inf]

parent_index (*parent_test*)

The same as ‘bone in other_bone.parent_recursive’ but saved generating a list.

translate (*vec*)

Utility function to add *vec* to the head and tail of this bone.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Pose.bones`
- `PoseBone.child`
- `PoseBone.custom_shape_transform`
- `PoseBone.parent`

1.3.395 PoseBoneConstraints(bpy_struct)

base class — `bpy_struct`

class `bpy.types.PoseBoneConstraints` (*bpy_struct*)

Collection of pose bone constraints

active

Active PoseChannel constraint

Type `Constraint`

new (*type*)

Add a constraint to this object

Parameters

- **type** (*enum in* [`'COPY_LOCATION'`, `'COPY_ROTATION'`, `'COPY_SCALE'`, `'COPY_TRANSFORMS'`, `'LIMIT_DISTANCE'`, `'LIMIT_LOCATION'`, `'LIMIT_ROTATION'`, `'LIMIT_SCALE'`, `'MAINTAIN_VOLUME'`, `'TRANSFORM'`, `'CLAMP_TO'`, `'DAMPED_TRACK'`, `'IK'`, `'LOCKED_TRACK'`, `'SPLINE_IK'`, `'STRETCH_TO'`, `'TRACK_TO'`, `'ACTION'`, `'CHILD_OF'`, `'FLOOR'`, `'FOLLOW_PATH'`, `'PIVOT'`, `'RIGID_BODY_JOINT'`, `'SCRIPT'`, `'SHRINKWRAP'`]) – Constraint type to add.

Returns New constraint.

Return type `Constraint`

remove (*constraint*)

Remove a constraint from this object.

Parameters

- **constraint** (`Constraint`, (never `None`)) – Removed constraint.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

References

- `PoseBone.constraints`

1.3.396 Property(`bpy_struct`)

base class — `bpy_struct`

subclasses — `PointerProperty`, `EnumProperty`, `IntProperty`, `CollectionProperty`, `BooleanProperty`, `FloatProperty`, `StringProperty`

class `bpy.types.Property` (*bpy_struct*)
RNA property definition

description

Description of the property for tooltips

Type string, default "", (readonly)

identifier

Unique name used in the code and scripting

Type string, default "", (readonly)

is_never_none

True when this value can't be set to None

Type boolean, default False, (readonly)

is_output

True when this property is an output value from an RNA function

Type boolean, default False, (readonly)

is_readonly

Property is editable through RNA

Type boolean, default False, (readonly)

is_registered

Property is registered as part of type registration

Type boolean, default False, (readonly)

is_registered_optional

Property is optionally registered as part of type registration

Type boolean, default False, (readonly)

is_required

False when this property is an optional argument in an RNA function

Type boolean, default False, (readonly)

is_runtime

Property is editable through RNA

Type boolean, default False, (readonly)

name

Human readable name

Type string, default "", (readonly)**srna**

Struct definition used for properties assigned to this item

Type Struct, (readonly)**subtype**

Semantic interpretation of the property

Type enum in ['NONE', 'FILE_PATH', 'DIRECTORY_PATH', 'UNSIGNED', 'PERCENTAGE', 'FACTOR', 'ANGLE', 'TIME', 'DISTANCE', 'COLOR', 'TRANSLATION', 'DIRECTION', 'MATRIX', 'EULER', 'QUATERNION', 'XYZ', 'COLOR_GAMMA', 'LAYER', 'LAYER_MEMBERSHIP'], default 'NONE', (readonly)**type**

Data type of the property

Type enum in ['BOOLEAN', 'INT', 'FLOAT', 'STRING', 'ENUM', 'POINTER', 'COLLECTION'], default 'BOOLEAN', (readonly)**unit**

Type of units for this property

Type enum in ['NONE', 'LENGTH', 'AREA', 'VOLUME', 'ROTATION', 'TIME', 'VELOCITY', 'ACCELERATION'], default 'NONE', (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Function.parameters`
- `Struct.properties`

1.3.397 PropertyActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.PropertyActuator` (*Actuator*)

Actuator to handle properties

mode

Type enum in ['ASSIGN', 'ADD', 'COPY', 'TOGGLE'], default 'ASSIGN'

object

Copy from this Object

Type `Object`

object_property

Copy this property

Type string, default ""

property

The name of the property

Type string, default ""

value

The value to use, use "" around strings

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.398 PropertySensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.PropertySensor` (*Sensor*)

Sensor to detect values and changes in values of properties

evaluation_type

Type of property evaluation

Type enum in ['PROPEQUAL', 'PROPNEQUAL', 'PROPINTERVAL', 'PROPCHANGED'],
default 'PROPEQUAL'

property

Type string, default ""

value

Check for this value in types in Equal or Not Equal types

Type string, default ""

value_max

Specify maximum value in Interval type

Type string, default ""

value_min

Specify minimum value in Interval type

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.399 PythonConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.PythonConstraint` (*Constraint*)

Uses Python script for constraint evaluation

has_script_error

The linked Python script has thrown an error

Type boolean, default False, (readonly)

target_count

Usually only 1-3 are needed

Type int in [-inf, inf], default 0

targets

Target Objects

Type Collection of `ConstraintTarget`, (readonly)

text

The text object that contains the Python script

Type `Text`

use_targets

Use the targets indicated in the constraint panel

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`

- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.400 PythonController(Controller)

base classes — `bpy_struct`, `Controller`

class `bpy.types.PythonController` (*Controller*)

Controller executing a python script

mode

Python script type (textblock or module - faster)

Type enum in ['SCRIPT', 'MODULE'], default 'SCRIPT'

module

Module name and function to run e.g. "someModule.main". Internal texts and external python files can be used

Type string, default ""

text

Text datablock with the python script

Type `Text`

use_debug

Continuously reload the module from disk for editing external modules without restarting

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Controller.name`
- `Controller.states`
- `Controller.show_expanded`
- `Controller.use_priority`
- `Controller.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Controller.link`
- `Controller.unlink`

1.3.401 RGBANodeSocket(NodeSocket)

base classes — `bpy_struct`, `NodeSocket`

class `bpy.types.RGBANodeSocket` (*NodeSocket*)

Input or output socket of a node

default_value

Default value of the socket when no link is attached

Type float array of 4 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0, 0.0)`

Inherited Properties

- `bpy_struct.id_data`
- `NodeSocket.name`
- `NodeSocket.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.402 RadarSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.RadarSensor` (*Sensor*)

Sensor to detect objects in a cone shaped radar emanating from the current object

angle

Opening angle of the radar cone

Type float in [0, 179.9], default 0.0

axis

Specify along which axis the radar cone is cast

Type enum in ['XAXIS', 'YAXIS', 'ZAXIS', 'NEGXAXIS', 'NEGYAXIS', 'NEGZAXIS'], default 'XAXIS'

distance

Depth of the radar cone

Type float in [0, 10000], default 0.0

property

Only look for Objects with this property

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`

- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.403 RandomActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.RandomActuator` (*Actuator*)

Actuator to ..

chance

Pick a number between 0 and 1. Success if you stay below this value

Type float in [0, 1], default 0.0

distribution

Choose the type of distribution

Type enum in ['BOOL_CONSTANT', 'BOOL_UNIFORM', 'BOOL_BERNOULLI', 'INT_CONSTANT', 'INT_UNIFORM', 'INT_POISSON', 'FLOAT_CONSTANT', 'FLOAT_UNIFORM', 'FLOAT_NORMAL', 'FLOAT_NEGATIVE_EXPONENTIAL'], default 'BOOL_CONSTANT'

float_max

Choose a number from a range. Upper boundary of the range

Type float in [-1000, 1000], default 0.0

float_mean

A normal distribution. Mean of the distribution

Type float in [-1000, 1000], default 0.0

float_min

Choose a number from a range. Lower boundary of the range

Type float in [-1000, 1000], default 0.0

float_value

Always return this number

Type float in [0, 1], default 0.0

half_life_time

Negative exponential dropoff

Type float in [-1000, 1000], default 0.0

int_max

Choose a number from a range. Upper boundary of the range

Type int in [-1000, 1000], default 0

int_mean

Expected mean value of the distribution

Type float in [0.01, 100], default 0.0

int_min

Choose a number from a range. Lower boundary of the range

Type int in [-1000, 1000], default 0

int_value

Always return this number

Type int in [-inf, inf], default 0

property

Assign the random value to this property

Type string, default ""

seed

Initial seed of the random generator. Use Python for more freedom (choose 0 for not random)

Type int in [0, 300000], default 0

standard_deviation

A normal distribution. Standard deviation of the distribution

Type float in [-1000, 1000], default 0.0

use_always_true

Always false or always true

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.404 RandomSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.RandomSensor` (*Sensor*)

Sensor to send random events

seed

Initial seed of the generator. (Choose 0 for not random)

Type `int` in `[0, 1000]`, default 0

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.405 RaySensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.RaySensor` (*Sensor*)

Sensor to detect intersections with a ray emanating from the current object

axis

Specify along which axis the ray is cast

Type enum in ['XAXIS', 'YAXIS', 'ZAXIS', 'NEGXAXIS', 'NEGYAXIS', 'NEGZAXIS'], default 'YAXIS'

material

Only look for Objects with this material

Type string, default ""

property

Only look for Objects with this property

Type string, default ""

range

Sense objects no farther than this distance

Type float in [0.01, 10000], default 0.0

ray_type

Toggle collision on material or property

Type enum in ['PROPERTY', 'MATERIAL'], default 'PROPERTY'

use_x_ray

Toggle X-Ray option (see through objects that don't have the property)

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`

- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.406 Region(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Region` (*bpy_struct*)

Region in a subdivided screen area

height

Region height

Type int in [0, 32767], default 0, (readonly)

id

Unique ID for this region

Type int in [-32768, 32767], default 0, (readonly)

type

Type of this region

Type enum in ['WINDOW', 'HEADER', 'CHANNELS', 'TEMPORARY', 'UI', 'TOOLS', 'TOOL_PROPS', 'PREVIEW'], default 'WINDOW', (readonly)

width

Region width

Type int in [0, 32767], default 0, (readonly)

tag_redraw ()
tag_redraw

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Area.regions`
- `Context.region`

1.3.407 RegionView3D(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.RegionView3D` (*bpy_struct*)
3D View region data

lock_rotation

Lock view rotation in side views

Type boolean, default False

perspective_matrix

Current perspective matrix of the 3D region

Type float array of 16 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0), (readonly)

show_sync_view

Sync view position between side views

Type boolean, default False

use_box_clip

Clip objects based on what's visible in other side views

Type boolean, default False

view_distance

Distance to the view location

Type float in [0, inf], default 0.0

view_location

View pivot location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

view_matrix

Current view matrix of the 3D region

Type float array of 16 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0), (readonly)

view_perspective

View Perspective

Type enum in ['PERSP', 'ORTHO', 'CAMERA'], default 'ORTHO'

view_rotation

Rotation in quaternions (keep normalized)

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Context.region_data`
- `SpaceView3D.region_3d`
- `SpaceView3D.region_quadview`

1.3.408 `RenderEngine(bpy_struct)`

base class — `bpy_struct`

subclasses — `NET_RENDER`

class `bpy.types.RenderEngine` (*bpy_struct*)

Render engine

bl_idname

Type string, default ""

bl_label

Type string, default ""

bl_use_postprocess

Type boolean, default False

bl_use_preview

Type boolean, default False

render (*scene=None*)

Render scene into an image.

begin_result (*x, y, w, h*)

`begin_result`

Parameters

- **x** (*int in [0, inf]*) – X
- **y** (*int in [0, inf]*) – Y
- **w** (*int in [0, inf]*) – Width
- **h** (*int in [0, inf]*) – Height

Returns Result

Return type `RenderResult`

update_result (*result*)

`update_result`

Parameters

- **result** (`RenderResult`) – Result

end_result (*result*)

`end_result`

Parameters

- **result** (`RenderResult`) – Result

test_break ()

test_break

Returns Break

Return type boolean

update_stats (*stats*, *info*)

update_stats

Parameters

- **stats** (*string*) – Stats
- **info** (*string*) – Info

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.409 RenderLayer(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.RenderLayer` (*bpy_struct*)

exclude_ambient_occlusion

Exclude AO pass from combined

Type boolean, default False, (readonly)

exclude_emit

Exclude emission pass from combined

Type boolean, default False, (readonly)

exclude_environment

Exclude environment pass from combined

Type boolean, default False, (readonly)

exclude_indirect

Exclude indirect pass from combined

Type boolean, default False, (readonly)

exclude_reflection

Exclude raytraced reflection pass from combined

Type boolean, default False, (readonly)

exclude_refraction

Exclude raytraced refraction pass from combined

Type boolean, default False, (readonly)

exclude_shadow

Exclude shadow pass from combined

Type boolean, default False, (readonly)

exclude_specular

Exclude specular pass from combined

Type boolean, default False, (readonly)

invert_zmask

For Zmask, only render what is behind solid z values instead of in front

Type boolean, default False, (readonly)

layers

Scene layers included in this render layer

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False), (readonly)

layers_zmask

Zmask scene layers

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False), (readonly)

light_override

Group to override all other lights in this render layer

Type [Group](#), (readonly)

material_override

Material to override all other materials in this render layer

Type [Material](#), (readonly)

name

Render layer name

Type string, default "", (readonly)

passes

Type Collection of [RenderPass](#), (readonly)

rect

Type float in [-inf, inf], default 0.0

use

Disable or enable the render layer

Type boolean, default False, (readonly)

use_all_z

Fill in Z values for solid faces in invisible layers, for masking

Type boolean, default False, (readonly)

use_edge_enhance

Render Edge-enhance in this Layer (only works for Solid faces)

Type boolean, default False, (readonly)

use_halo

Render Halos in this Layer (on top of Solid)

Type boolean, default False, (readonly)

use_pass_ambient_occlusion

Deliver AO pass

Type boolean, default False, (readonly)

use_pass_color

Deliver shade-less color pass

Type boolean, default False, (readonly)

use_pass_combined

Deliver full combined RGBA buffer

Type boolean, default False, (readonly)

use_pass_diffuse

Deliver diffuse pass

Type boolean, default False, (readonly)

use_pass_emit

Deliver emission pass

Type boolean, default False, (readonly)

use_pass_environment

Deliver environment lighting pass

Type boolean, default False, (readonly)

use_pass_indirect

Deliver indirect lighting pass

Type boolean, default False, (readonly)

use_pass_mist

Deliver mist factor pass (0.0-1.0)

Type boolean, default False, (readonly)

use_pass_normal

Deliver normal pass

Type boolean, default False, (readonly)

- use_pass_object_index**
Deliver object index pass
Type boolean, default False, (readonly)
- use_pass_reflection**
Deliver raytraced reflection pass
Type boolean, default False, (readonly)
- use_pass_refraction**
Deliver raytraced refraction pass
Type boolean, default False, (readonly)
- use_pass_shadow**
Deliver shadow pass
Type boolean, default False, (readonly)
- use_pass_specular**
Deliver specular pass
Type boolean, default False, (readonly)
- use_pass_uv**
Deliver texture UV pass
Type boolean, default False, (readonly)
- use_pass_vector**
Deliver speed vector pass
Type boolean, default False, (readonly)
- use_pass_z**
Deliver Z values pass
Type boolean, default False, (readonly)
- use_sky**
Render Sky in this Layer
Type boolean, default False, (readonly)
- use_solid**
Render Solid faces in this Layer
Type boolean, default False, (readonly)
- use_strand**
Render Strands in this Layer
Type boolean, default False, (readonly)
- use_zmask**
Only render what's in front of the solid z values
Type boolean, default False, (readonly)
- use_ztransp**
Render Z-Transparent faces in this Layer (On top of Solid and Halos)
Type boolean, default False, (readonly)
- load_from_file** (*filename*)
Copies the pixels of this renderlayer from an image file.

Parameters

- **filename** (*string*) – Filename, Filename to load into this render tile, must be no smaller than the renderlayer

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `RenderResult.layers`

1.3.410 RenderLayers(bpy_struct)

base class — `bpy_struct`

class `bpy.types.RenderLayers` (*bpy_struct*)
Collection of render layers

active

Active Render Layer

Type `SceneRenderLayer`

active_index

Active index in render layer array

Type `int` in `[-32768, 32767]`, default `0`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `RenderSettings.layers`

1.3.411 `RenderPass(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.RenderPass` (*bpy_struct*)

channel_id

Type string, default "", (readonly)

channels

Type int in [-inf, inf], default 0, (readonly)

name

Type string, default "", (readonly)

rect

Type float in [-inf, inf], default 0.0

type

Type enum in ['COMBINED', 'Z', 'COLOR', 'DIFFUSE', 'SPECULAR', 'SHADOW', 'AO', 'REFLECTION', 'NORMAL', 'VECTOR', 'REFRACTION', 'OBJECT_INDEX', 'UV', 'MIST', 'EMIT', 'ENVIRONMENT'], default 'COMBINED', (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `RenderLayer.passes`

1.3.412 `RenderResult(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.RenderResult` (*bpy_struct*)

Result of rendering, including all layers and passes

layers

Type Collection of `RenderLayer`, (readonly)

resolution_x

Type int in [-inf, inf], default 0, (readonly)

resolution_y

Type int in [-inf, inf], default 0, (readonly)

load_from_file (*filename*)

Copies the pixels of this render result from an image file.

Parameters

- **filename** (*string*) – File Name, Filename to load into this render tile, must be no smaller than the render result

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `RenderEngine.begin_result`
- `RenderEngine.end_result`
- `RenderEngine.update_result`

1.3.413 RenderSettings(bpy_struct)

base class — `bpy_struct`

class `bpy.types.RenderSettings` (*bpy_struct*)

Rendering settings for a Scene datablock

alpha_mode

Representation of alpha information in the RGBA pixels

Type enum in ['SKY', 'PREMUL', 'STRAIGHT'], default 'SKY'

antialiasing_samples

Amount of anti-aliasing samples per pixel

Type enum in ['5', '8', '11', '16'], default '5'

bake_aa_mode

Type enum in ['5', '8', '11', '16'], default '5'

bake_bias

Bias towards faces further away from the object (in blender units)

Type float in [0, 1000], default 0.0

bake_distance

Maximum distance from active object to other object (in blender units)

Type float in [0, 1000], default 0.0

bake_margin

Amount of pixels to extend the baked result with, as post process filter

Type int in [0, 32], default 0

bake_normal_space

Choose normal space for baking

Type enum in ['CAMERA', 'WORLD', 'OBJECT', 'TANGENT'], default 'CAMERA'

bake_quad_split

Choose the method used to split a quad into 2 triangles for baking

Type enum in ['AUTO', 'FIXED', 'FIXED_ALT'], default 'AUTO'

bake_type

Choose shading information to bake into the image

Type enum in ['FULL', 'AO', 'SHADOW', 'NORMALS', 'TEXTURE', 'DISPLACEMENT'], default 'FULL'

border_max_x

Sets maximum X value for the render border

Type float in [0, 1], default 0.0

border_max_y

Sets maximum Y value for the render border

Type float in [0, 1], default 0.0

border_min_x

Sets minimum X value to for the render border

Type float in [0, 1], default 0.0

border_min_y

Sets minimum Y value for the render border

Type float in [0, 1], default 0.0

cinchon_black

Log conversion reference blackpoint

Type int in [0, 1024], default 0

cinchon_gamma

Log conversion gamma

Type float in [0, 10], default 0.0

cinchon_white

Log conversion reference whitepoint

Type int in [0, 1024], default 0

color_mode

Choose BW for saving greyscale images, RGB for saving red, green and blue channels, AND RGBA for saving red, green, blue + alpha channels

Type enum in ['BW', 'RGB', 'RGBA'], default 'BW'

display_mode

Select where rendered images will be displayed

Type enum in ['SCREEN', 'AREA', 'WINDOW'], default 'SCREEN'

dither_intensity

Amount of dithering noise added to the rendered image to break up banding

Type float in [0, 2], default 0.0

edge_color

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

edge_threshold

Threshold for drawing outlines on geometry edges

Type int in [0, 255], default 0

engine

Engine to use for rendering

Type enum in ['BLENDER_RENDER'], default 'BLENDER_RENDER'

field_order

Order of video fields. Select which lines get rendered first, to create smooth motion for TV output

Type enum in ['EVEN_FIRST', 'ODD_FIRST'], default 'EVEN_FIRST'

file_extension

The file extension used for saving renders

Type string, default "", (readonly)

file_format

File format to save the rendered images as

Type enum in ['BMP', 'IRIS', 'PNG', 'JPEG', 'TARGA', 'TARGA_RAW', 'AVI_JPEG', 'AVI_RAW', 'FRAMESERVER'], default 'TARGA'

file_quality

Quality of JPEG images, AVI Jpeg and SGI movies, Compression for PNG's

Type int in [0, 100], default 0

filepath

Directory/name to save animations, # characters defines the position and length of frame numbers

Type string, default ""

filter_size

Pixel width over which the reconstruction filter combines samples

Type float in [0.5, 1.5], default 0.0

fps

Framerate, expressed in frames per second

Type int in [1, 120], default 0

fps_base

Framerate base

Type float in [0.1, 120], default 0.0

frame_map_new

Specify how many frames the Map Old will last

Type int in [1, 900], default 0

frame_map_old

Specify old mapping value in frames

Type int in [1, 900], default 0

has_multiple_engines

More than one rendering engine is available

Type boolean, default False, (readonly)

is_movie_format

When true the format is a movie

Type boolean, default False, (readonly)

layers

Type `RenderLayers` collection of `SceneRenderLayer`, (readonly)

motion_blur_samples

Number of scene samples to take with motion blur

Type int in [1, 32], default 0

motion_blur_shutter

Time taken in frames between shutter open and close

Type float in [0.01, 10], default 0.0

octree_resolution

Resolution of raytrace accelerator. Use higher resolutions for larger scenes

Type enum in ['64', '128', '256', '512'], default '64'

parts_x

Number of horizontal tiles to use while rendering

Type int in [1, 512], default 0

parts_y

Number of vertical tiles to use while rendering

Type int in [1, 512], default 0

pixel_aspect_x

Horizontal aspect ratio - for anamorphic or non-square pixel output

Type float in [1, 200], default 0.0

pixel_aspect_y

Vertical aspect ratio - for anamorphic or non-square pixel output

Type float in [1, 200], default 0.0

pixel_filter_type

Reconstruction filter used for combining anti-aliasing samples

Type enum in ['BOX', 'TENT', 'QUADRATIC', 'CUBIC', 'CATMULLROM', 'GAUSSIAN', 'MITCHELL'], default 'BOX'

raytrace_method

Type of raytrace accelerator structure

Type enum in ['AUTO', 'OCTREE', 'BLIBVH', 'VBVH', 'SIMD_SVBVH', 'SIMD_QBVH'], default 'AUTO'

resolution_percentage

Percentage scale for render resolution

Type int in [0, 32767], default 0

resolution_x

Number of horizontal pixels in the rendered image

Type int in [4, 10000], default 0

resolution_y

Number of vertical pixels in the rendered image

Type int in [4, 10000], default 0

sequencer_gl_preview

Method to draw in the sequencer view

Type enum in ['BOUNDBOX', 'WIREFRAME', 'SOLID', 'TEXTURED'], default 'BOUNDBOX'

sequencer_gl_render

Method to draw in the sequencer view

Type enum in ['BOUNDBOX', 'WIREFRAME', 'SOLID', 'TEXTURED'], default 'BOUNDBOX'

simplify_ao_sss

Global approximate AA and SSS quality factor

Type float in [0, 1], default 0.0

simplify_child_particles

Global child particles percentage

Type float in [0, 1], default 0.0

simplify_shadow_samples

Global maximum shadow samples

Type int in [0, 32767], default 0

simplify_subdivision

Global maximum subdivision level

Type int in [0, 32767], default 0

stamp_background

Color to use behind stamp text

Type float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

stamp_font_size

Size of the font used when rendering stamp text

Type int in [8, 64], default 0

stamp_foreground

Color to use for stamp text

Type float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

stamp_note_text

Custom text to appear in the stamp note

Type string, default ""

threads

Number of CPU threads to use simultaneously while rendering (for multi-core/CPU systems)

Type int in [1, 64], default 0

threads_mode

Determine the amount of render threads used

Type enum in ['AUTO', 'FIXED'], default 'AUTO'

use_antialiasing

Render and combine multiple samples per pixel to prevent jagged edges

Type boolean, default False

use_backbuf

Render backbuffer image

Type boolean, default False

use_bake_antialiasing

Enables Anti-aliasing

Type boolean, default False

use_bake_clear

Clear Images before baking

Type boolean, default False

use_bake_normalize

With displacement normalize to the distance, with ambient occlusion normalize without using material settings

Type boolean, default False

use_bake_selected_to_active

Bake shading on the surface of selected objects to the active object

Type boolean, default False

use_border

Render a user-defined border region, within the frame size. Note, this disables save_buffers and full_sample

Type boolean, default False

use_cineon_log

Convert to logarithmic color space

Type boolean, default False

use_color_management

Use linear workflow - gamma corrected imaging pipeline

Type boolean, default False

use_compositing

Process the render result through the compositing pipeline, if compositing nodes are enabled

Type boolean, default False

use_crop_to_border

Crop the rendered frame to the defined border size

Type boolean, default False

use_edge_enhance

Create a toon outline around the edges of geometry

Type boolean, default False

use_envmaps

Calculate environment maps while rendering

Type boolean, default False

use_fields

Render image to two fields per frame, for interlaced TV output

Type boolean, default False

use_fields_still

Disable the time difference between fields

Type boolean, default False

use_file_extension

Add the file format extensions to the rendered file name (eg: filename + .jpg)

Type boolean, default False

use_free_image_textures

Free all image texture from memory after render, to save memory before compositing

Type boolean, default False

use_free_unused_nodes

Free Nodes that are not used while compositing, to save memory

Type boolean, default False

use_full_sample

Save for every anti-aliasing sample the entire RenderLayer results. This solves anti-aliasing issues with compositing

Type boolean, default False

use_game_engine

Current rendering engine is a game engine

Type boolean, default False, (readonly)

use_instances

Instance support leads to effective memory reduction when using duplicates

Type boolean, default False

use_local_coords

Vertex coordinates are stored locally on each primitive. Increases memory usage, but may have impact on speed

Type boolean, default False

use_motion_blur

Use multi-sampled 3D scene motion blur

Type boolean, default False

use_overwrite

Overwrite existing files while rendering

Type boolean, default False

use_placeholder

Create empty placeholder files while rendering frames (similar to Unix 'touch')

Type boolean, default False

use_radiosity

Calculate radiosity in a pre-process before rendering

Type boolean, default False

use_raytrace

Pre-calculate the raytrace accelerator and render raytracing effects

Type boolean, default False

use_save_buffers

Save tiles for all RenderLayers and SceneNodes to files in the temp directory (saves memory, required for Full Sample)

Type boolean, default False

use_sequencer

Process the render (and composited) result through the video sequence editor pipeline, if sequencer strips exist

Type boolean, default False

use_sequencer_gl_preview

Type boolean, default False

use_sequencer_gl_render

Type boolean, default False

use_shadows

Calculate shadows while rendering

Type boolean, default False

use_simplify

Enable simplification of scene for quicker preview renders

Type boolean, default False

use_simplify_triangulate

Disables non-planer quads being triangulated

Type boolean, default False

use_single_layer

Only render the active layer

Type boolean, default False

use_sss

Calculate sub-surface scattering in materials rendering

Type boolean, default False

use_stamp

Render the stamp info text in the rendered image

Type boolean, default False

use_stamp_camera

Include the name of the active camera in image metadata

Type boolean, default False

use_stamp_date

Include the current date in image metadata

Type boolean, default False

use_stamp_filename

Include the filename of the .blend file in image metadata

Type boolean, default False

use_stamp_frame

Include the frame number in image metadata

Type boolean, default False

use_stamp_marker

Include the name of the last marker in image metadata

Type boolean, default False

use_stamp_note

Include a custom note in image metadata

Type boolean, default False

use_stamp_render_time

Include the render time in the stamp image

Type boolean, default False

use_stamp_scene

Include the name of the active scene in image metadata

Type boolean, default False

use_stamp_sequencer_strip

Include the name of the foreground sequence strip in image metadata

Type boolean, default False

use_stamp_time

Include the render frame as HH:MM:SS.FF in image metadata

Type boolean, default False

use_textures

Use textures to affect material properties

Type boolean, default False

use_tiff_16bit

Save TIFF with 16 bits per channel

Type boolean, default False

frame_path (*frame=-2147483648*)

Return the absolute path to the filename to be written for a given frame.

Parameters

- **frame** (*int in [-inf, inf], (optional)*) – Frame number to use, if unset the current frame will be used.

Returns File Path, the resulting filepath from the scenes render settings.

Return type string

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.render`

1.3.414 RigidBodyJointConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.RigidBodyJointConstraint` (*Constraint*)
For use with the Game Engine

axis_x

Rotate pivot on X axis in degrees

Type float in [-6.28319, 6.28319], default 0.0

axis_y

Rotate pivot on Y axis in degrees

Type float in [-6.28319, 6.28319], default 0.0

axis_z

Rotate pivot on Z axis in degrees

Type float in [-6.28319, 6.28319], default 0.0

child

Child object

Type `Object`

limit_cone_max

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

limit_cone_min

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

limit_generic_max

Type float array of 6 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

limit_generic_min

Type float array of 6 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

pivot_type

Type enum in ['BALL', 'HINGE', 'CONE_TWIST', 'GENERIC_6_DOF'], default 'BALL'

pivot_x

Offset pivot on X

Type float in [-1000, 1000], default 0.0

pivot_y

Offset pivot on Y

Type float in [-1000, 1000], default 0.0

pivot_z

Offset pivot on Z

Type float in [-1000, 1000], default 0.0

show_pivot

Display the pivot point and rotation in 3D view

Type boolean, default False

target

Target Object

Type [Object](#)

use_angular_limit_x

Use minimum/maximum x angular limit

Type boolean, default False

use_angular_limit_y

Use minimum/maximum y angular limit

Type boolean, default False

use_angular_limit_z

Use minimum/maximum z angular limit

Type boolean, default False

use_limit_x

Use minimum/maximum x limit

Type boolean, default False

use_limit_y

Use minimum/maximum y limit

Type boolean, default False

use_limit_z

Use minimum/maximum z limit

Type boolean, default False

use_linked_collision

Disable collision between linked bodies

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.415 SPHFluidSettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SPHFluidSettings` (*`bpy_struct`*)

Settings for particle fluids physics

buoyancy

Type float in [0, 1], default 0.0

fluid_radius

Fluid interaction Radius

Type float in [0, 2], default 0.0

rest_density

Density

Type float in [0, 100], default 0.0

rest_length

The Spring Rest Length (factor of interaction radius)

Type float in [0, 1], default 0.0

spring_force

Spring force constant

Type float in [0, 1], default 0.0

stiffness

Constant K - Stiffness

Type float in [0, 100], default 0.0

stiffness_near

Repulsion factor: stiffness_knear

Type float in [0, 100], default 0.0

viscosity_beta

Square viscosity factor

Type float in [0, 100], default 0.0

viscosity_omega

Linear viscosity

Type float in [0, 100], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ParticleSettings.fluid`

1.3.416 Scene(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Scene` (*ID*)

Scene consisting objects and defining time and render related settings

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

audio_distance_model

Distance model for distance attenuation calculation

Type enum in ['NONE', 'INVERSE', 'INVERSE_CLAMPED', 'LINEAR', 'LINEAR_CLAMPED', 'EXPONENT', 'EXPONENT_CLAMPED'], default 'NONE'

audio_doppler_factor

Pitch factor for Doppler effect calculation

Type float in [0, inf], default 0.0

audio_doppler_speed

Speed of sound for Doppler effect calculation

Type float in [0.01, inf], default 0.0

background_set

Background set scene

Type `Scene`

camera

Active camera used for rendering the scene

Type `Object`

cursor_location

3D cursor location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

frame_current

Type int in [-300000, 300000], default 0

frame_end

Final frame of the playback/rendering range

Type int in [0, 300000], default 0

frame_preview_end

Alternative end frame for UI playback

Type int in [-inf, inf], default 0**frame_preview_start**

Alternative start frame for UI playback

Type int in [-inf, inf], default 0**frame_start**

First frame of the playback/rendering range

Type int in [0, 300000], default 0**frame_step**

Number of frames to skip forward while rendering/playing back each frame

Type int in [0, 300000], default 0**game_settings****Type** `SceneGameData`, (readonly, never None)**gravity**

Constant acceleration in a given direction

Type float array of 3 items in [-200, 200], default (0.0, 0.0, 0.0)**grease_pencil**

Grease Pencil datablock

Type `GreasePencil`**is_nla_tweakmode**

Indicates whether there is any action referenced by NLA being edited. Strictly read-only

Type boolean, default False, (readonly)**keying_sets**

Absolute Keying Sets for this Scene

Type `KeyingSets` collection of `KeyingSet`, (readonly)**keying_sets_all**

All Keying Sets available for use (Builtins and Absolute Keying Sets for this Scene)

Type `KeyingSetsAll` collection of `KeyingSet`, (readonly)**layers**

Layers visible when rendering the scene

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)**network_render**

Network Render Settings

Type `NetRenderSettings`, (readonly)**node_tree**

Compositing node tree

Type `NodeTree`, (readonly)**object_bases**

Type `SceneBases` collection of `ObjectBase`, (readonly)

objects

Type `SceneObjects` collection of `Object`, (readonly)

orientations

Type Collection of `TransformOrientation`, (readonly)

render

Type `RenderSettings`, (readonly, never None)

sequence_editor

Type `SequenceEditor`, (readonly)

sync_mode

How to sync playback

Type enum in ['NONE', 'FRAME_DROP', 'AUDIO_SYNC'], default 'NONE'

timeline_markers

Markers used in all timelines for the current scene

Type `TimelineMarkers` collection of `TimelineMarker`, (readonly)

tool_settings

Type `ToolSettings`, (readonly, never None)

unit_settings

Unit editing settings

Type `UnitSettings`, (readonly, never None)

use_audio

Play back of audio from Sequence Editor will be muted

Type boolean, default False

use_audio_scrub

Play audio from Sequence Editor while scrubbing

Type boolean, default False

use_audio_sync

Play back and sync with audio clock, dropping frames if frame display is too slow

Type boolean, default False

use_frame_drop

Play back dropping frames if frame display is too slow

Type boolean, default False

use_gravity

Use global gravity for all dynamics

Type boolean, default False

use_nodes

Enable the compositing node tree

Type boolean, default False

use_preview_range

Use an alternative start/end frame for UI playback, rather than the scene start/end frame

Type boolean, default False

use_stamp_note

User define note for the render stamping

Type string, default ""

world

World used for rendering the scene

Type `World`

statistics ()

statistics

Returns Statistics

Return type string

frame_set (frame, subframe=0.0)

Set scene frame updating all objects immediately.

Parameters

- **frame** (*int in [-300000, 300000]*) – Frame number to set.
- **subframe** (*float in [0, 1], (optional)*) – Sub-frame time, between 0.0 and 1.0

update ()

Update data tagged to be updated from previous access to data or operators.

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.scenes`
- `CompositorNodeRLayers.scene`
- `Context.scene`
- `Image.save_render`
- `MainScenes.new`
- `MainScenes.remove`
- `Object.create_dupli_list`
- `Object.create_mesh`
- `Object.is_visible`
- `Object.update`
- `RenderEngine.render`
- `Scene.background_set`
- `SceneActuator.scene`
- `SceneSequence.scene`
- `Screen.scene`

1.3.417 SceneActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.SceneActuator` (*Actuator*)

Actuator to ..

camera

Set this Camera. Leave empty to refer to self object

Type `Object`

mode

Type enum in ['RESTART', 'SET', 'CAMERA', 'ADDFRONT', 'ADDBACK', 'REMOVE', 'SUSPEND', 'RESUME'], default 'RESTART'

scene

Set the Scene to be added/removed/paused/resumed

Type `Scene`

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`

- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.418 SceneBases(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SceneBases` (*bpy_struct*)

Collection of scene bases

active

Active object base in the scene

Type `ObjectBase`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.object_bases`

1.3.419 SceneGameData(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SceneGameData` (*bpy_struct*)

Game data for a Scene datablock

activity_culling_box_radius

Radius of the activity bubble, in Manhattan length. Objects outside the box are activity-culled

Type float in [0, 1000], default 0.0

depth

Displays bit depth of full screen display

Type int in [8, 32], default 0

dome_angle

Field of View of the Dome - it only works in mode Fisheye and Truncated

Type int in [-32768, 32767], default 0

dome_buffer_resolution

Buffer Resolution - decrease it to increase speed

Type float in [-inf, inf], default 0.0

dome_mode

Dome physical configurations

Type enum in ['FISHEYE', 'TRUNCATED_FRONT', 'TRUNCATED_REAR', 'ENVMAP', 'PANORAM_SPH'], default 'FISHEYE'

dome_tessellation

Tessellation level - check the generated mesh in wireframe mode

Type int in [-32768, 32767], default 0

dome_text

Custom Warp Mesh data file

Type `Text`

dome_tilt

Camera rotation in horizontal axis

Type int in [-32768, 32767], default 0

fps

The nominal number of game frames per second. Physics fixed timestep = 1/fps, independently of actual frame rate

Type int in [1, 250], default 0

frame_color

Set color of the bars

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

frame_type

Select the type of Framing you want

Type enum in ['LETTERBOX', 'EXTEND', 'SCALE'], default 'LETTERBOX'

frequency

Displays clock frequency of fullscreen display

Type int in [4, 2000], default 0

logic_step_max

Sets the maximum number of logic frame per game frame if graphics slows down the game, higher value allows better synchronization with physics

Type int in [1, 5], default 0

material_mode

Material mode to use for rendering

Type enum in ['TEXTURE_FACE', 'MULTITEXTURE', 'GLSL'], default 'TEXTURE_FACE'

occlusion_culling_resolution

The size of the occlusion buffer in pixel, use higher value for better precision (slower)

Type float in [128, 1024], default 0.0

physics_engine

Physics engine used for physics simulation in the game engine

Type enum in ['NONE', 'BULLET'], default 'NONE'

physics_gravity

Gravitational constant used for physics simulation in the game engine

Type float in [0, 25], default 0.0

physics_step_max

Sets the maximum number of physics step per game frame if graphics slows down the game, higher value allows physics to keep up with realtime

Type int in [1, 5], default 0

physics_step_sub

Sets the number of simulation substep per physic timestep, higher value give better physics precision

Type int in [1, 5], default 0

resolution_x

Number of horizontal pixels in the screen

Type int in [4, 10000], default 0

resolution_y

Number of vertical pixels in the screen

Type int in [4, 10000], default 0

show_debug_properties

Show properties marked for debugging while the game runs

Type boolean, default False

show_framerate_profile

Show framerate and profiling information while the game runs

Type boolean, default False

show_fullscreen

Starts player in a new fullscreen display

Type boolean, default False

show_physics_visualization

Show a visualization of physics bounds and interactions

Type boolean, default False

stereo

Type enum in ['NONE', 'STEREO', 'DOME'], default 'NONE'

stereo_eye_separation

Set the distance between the eyes - the camera focal length/30 should be fine

Type float in [0.01, 5], default 0.0

stereo_mode

Stereographic techniques

Type enum in ['QUADBUFFERED', 'ABOVEBELOW', 'INTERLACED', 'ANAGLYPH', 'SIDEBYSIDE', 'VINTERLACE'], default 'QUADBUFFERED'

use_activity_culling

Activity culling is enabled

Type boolean, default False

use_animation_record

Record animation to fcurves

Type boolean, default False

use_auto_start

Automatically start game at load time

Type boolean, default False

use_deprecation_warnings

Print warnings when using deprecated features in the python API

Type boolean, default False

use_display_lists

Use display lists to speed up rendering by keeping geometry on the GPU

Type boolean, default False

use_frame_rate

Respect the frame rate rather than rendering as many frames as possible

Type boolean, default False

use_gls1_extra_textures

Use extra textures like normal or specular maps for GLSL rendering

Type boolean, default False

use_gls1_lights

Use lights for GLSL rendering

Type boolean, default False

use_gls1_nodes

Use nodes for GLSL rendering

Type boolean, default False

use_gls1_ramps

Use ramps for GLSL rendering

Type boolean, default False

use_gls1_shaders

Use shaders for GLSL rendering

Type boolean, default False

use_gls1_shadows

Use shadows for GLSL rendering

Type boolean, default False

use_occlusion_culling

Use optimized Bullet DBVT tree for view frustum and occlusion culling

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.game_settings`

1.3.420 SceneObjects(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SceneObjects` (*bpy_struct*)
Collection of scene objects

active

Active object for this scene

Type `Object`

link (*object*)

Link object to scene, run `scene.update()` after.

Parameters

- **object** (`Object`) – Object to add to scene.

Returns The newly created base.

Return type `ObjectBase`

unlink (*object*)

Unlink object from scene.

Parameters

- **object** (`Object`) – Object to remove from scene.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.objects`

1.3.421 SceneRenderLayer(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SceneRenderLayer` (*bpy_struct*)

Render layer

exclude_ambient_occlusion

Exclude AO pass from combined

Type boolean, default False

exclude_emit

Exclude emission pass from combined

Type boolean, default False

exclude_environment

Exclude environment pass from combined

Type boolean, default False

exclude_indirect

Exclude indirect pass from combined

Type boolean, default False

exclude_reflection

Exclude raytraced reflection pass from combined

Type boolean, default False

exclude_refraction

Exclude raytraced refraction pass from combined

Type boolean, default False

exclude_shadow

Exclude shadow pass from combined

Type boolean, default False

exclude_specular

Exclude specular pass from combined

Type boolean, default False

invert_zmask

For Zmask, only render what is behind solid z values instead of in front

Type boolean, default False

layers

Scene layers included in this render layer

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)

layers_zmask

Zmask scene layers

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)

light_override

Group to override all other lights in this render layer

Type `Group`

material_override

Material to override all other materials in this render layer

Type `Material`

name

Render layer name

Type string, default ""

use

Disable or enable the render layer

Type boolean, default False

use_all_z

Fill in Z values for solid faces in invisible layers, for masking

Type boolean, default False

use_edge_enhance

Render Edge-enhance in this Layer (only works for Solid faces)

Type boolean, default False

use_halo

Render Halos in this Layer (on top of Solid)

Type boolean, default False

use_pass_ambient_occlusion

Deliver AO pass

Type boolean, default False

use_pass_color

Deliver shade-less color pass

Type boolean, default False

use_pass_combined

Deliver full combined RGBA buffer

Type boolean, default False

use_pass_diffuse

Deliver diffuse pass

Type boolean, default False

use_pass_emit

Deliver emission pass

Type boolean, default False

use_pass_environment

Deliver environment lighting pass

Type boolean, default False

use_pass_indirect
Deliver indirect lighting pass
Type boolean, default False

use_pass_mist
Deliver mist factor pass (0.0-1.0)
Type boolean, default False

use_pass_normal
Deliver normal pass
Type boolean, default False

use_pass_object_index
Deliver object index pass
Type boolean, default False

use_pass_reflection
Deliver raytraced reflection pass
Type boolean, default False

use_pass_refraction
Deliver raytraced refraction pass
Type boolean, default False

use_pass_shadow
Deliver shadow pass
Type boolean, default False

use_pass_specular
Deliver specular pass
Type boolean, default False

use_pass_uv
Deliver texture UV pass
Type boolean, default False

use_pass_vector
Deliver speed vector pass
Type boolean, default False

use_pass_z
Deliver Z values pass
Type boolean, default False

use_sky
Render Sky in this Layer
Type boolean, default False

use_solid
Render Solid faces in this Layer
Type boolean, default False

use_strand
Render Strands in this Layer

Type boolean, default False

use_zmask

Only render what's in front of the solid z values

Type boolean, default False

use_ztransp

Render Z-Transparent faces in this Layer (On top of Solid and Halos)

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `RenderLayers.active`
- `RenderSettings.layers`

1.3.422 SceneSequence(Sequence)

base classes — `bpy_struct`, `Sequence`

class `bpy.types.SceneSequence` (*Sequence*)

Sequence strip to used the rendered image of a scene

animation_offset_end

Animation end offset (trim end)

Type int in [0, inf], default 0

animation_offset_start

Animation start offset (trim start)

Type int in [0, inf], default 0

color_balance

Type `SequenceColorBalance`, (readonly)

color_multiply

Type float in [0, 20], default 0.0

color_saturation

Type float in [0, 20], default 0.0

crop

Type `SequenceCrop`, (readonly)

proxy

Type `SequenceProxy`, (readonly)

scene

Scene that this sequence uses

Type `Scene`

scene_camera

Override the scenes active camera

Type `Object`

strobe

Only display every nth frame

Type float in [1, 30], default 0.0

transform

Type `SequenceTransform`, (readonly)

use_color_balance

(3-Way color correction) on input

Type boolean, default False

use_crop

Crop image before processing

Type boolean, default False

use_deinterlace

For video movies to remove fields

Type boolean, default False

use_flip_x

Flip on the X axis

Type boolean, default False

use_flip_y

Flip on the Y axis

Type boolean, default False

use_float

Convert input to float data

Type boolean, default False

use_premultiply

Convert RGB from key alpha to premultiplied alpha

Type boolean, default False

use_proxy

Use a preview proxy for this strip

Type boolean, default False

use_proxy_custom_directory

Use a custom directory to store data

Type boolean, default False

use_proxy_custom_file

Use a custom file to read proxy data from

Type boolean, default False

use_reverse_frames

Reverse frame order

Type boolean, default False

use_translation

Translate image before processing

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sequence.name`
- `Sequence.blend_type`
- `Sequence.blend_alpha`
- `Sequence.channel`
- `Sequence.effect_fader`
- `Sequence.frame_final_end`
- `Sequence.frame_offset_end`
- `Sequence.frame_still_end`
- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.select_left_handle`
- `Sequence.frame_final_duration`
- `Sequence.frame_duration`
- `Sequence.lock`
- `Sequence.mute`
- `Sequence.select_right_handle`
- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`

- `Sequence.use_default_fade`
- `Sequence.input_count`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.423 `Scopes(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.Scopes` (*bpy_struct*)
Scopes for statistical view of an image

accuracy

Proportion of original image source pixel lines to sample

Type float in [0, 100], default 0.0

histogram

Histogram for viewing image statistics

Type `Histogram`, (readonly)

use_full_resolution

Sample every pixel of the image

Type boolean, default False

vectorscope_alpha

Opacity of the points

Type float in [0, 1], default 0.0

waveform_alpha

Opacity of the points

Type float in [0, 1], default 0.0

waveform_mode

Type enum in ['LUMA', 'RGB', 'YCBCR601', 'YCBCR709', 'YCBCRJPG'], default 'LUMA'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SpaceImageEditor.scopes`

1.3.424 Screen(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Screen` (*ID*)

Screen datablock, defining the layout of areas in a window

areas

Areas the screen is subdivided into

Type Collection of `Area`, (readonly)

is_animation_playing

Animation playback is active

Type boolean, default `False`, (readonly)

scene

Active scene to be edited in the screen

Type `Scene`, (never `None`)

show_fullscreen

An area is maximised, filling this screen

Type boolean, default False, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.screens`
- `Context.screen`
- `Window.screen`

1.3.425 ScrewModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.ScrewModifier` (*Modifier*)
Revolve edges

angle

Angle of revolution

Type float in [-inf, inf], default 0.0

axis

Screw axis

Type enum in ['X', 'Y', 'Z'], default 'X'

iterations

Number of times to apply the screw operation

Type int in [1, 10000], default 0

object

Object to define the screw axis

Type Object

render_steps

Number of steps in the revolution

Type int in [2, 10000], default 0

screw_offset

Offset the revolution along its axis

Type float in [-inf, inf], default 0.0

steps

Number of steps in the revolution

Type int in [2, 10000], default 0

use_normal_calculate

Calculate the order of edges (needed for meshes, but not curves)

Type boolean, default False

use_normal_flip

Flip normals of lathed faces

Type boolean, default False

use_object_screw_offset

Use the distance between the objects to make a screw

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`

- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.426 Sculpt(Paint)

base classes — `bpy_struct`, `Paint`

class `bpy.types.Sculpt` (*Paint*)

lock_x

Disallow changes to the X axis of vertices

Type boolean, default False

lock_y

Disallow changes to the Y axis of vertices

Type boolean, default False

lock_z

Disallow changes to the Z axis of vertices

Type boolean, default False

radial_symmetry

Number of times to copy strokes across the surface

Type int array of 3 items in [1, 64], default (1, 1, 1)

use_symmetry_feather

Reduce the strength of the brush where it overlaps symmetrical daubs

Type boolean, default False

use_symmetry_x

Mirror brush across the X axis

Type boolean, default False

use_symmetry_y

Mirror brush across the Y axis

Type boolean, default False

use_symmetry_z

Mirror brush across the Z axis

Type boolean, default False

use_threaded

Take advantage of multiple CPU cores to improve sculpting performance

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Paint.brush`
- `Paint.show_low_resolution`
- `Paint.show_brush`
- `Paint.show_brush_on_surface`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ToolSettings.sculpt`

1.3.427 Sensor(`bpy_struct`)

base class — `bpy_struct`

subclasses — `RaySensor`, `PropertySensor`, `MessageSensor`, `TouchSensor`, `JoystickSensor`, `CollisionSensor`, `RadarSensor`, `DelaySensor`, `RandomSensor`, `AlwaysSensor`, `ActuatorSensor`, `MouseSensor`, `ArmatureSensor`, `KeyboardSensor`, `NearSensor`

class `bpy.types.Sensor` (*`bpy_struct`*)

Game engine logic brick to detect events

frequency

Delay between repeated pulses(in logic tics, 0=no delay)

Type int in [0, 10000], default 0

invert

Invert the level(output) of this sensor

Type boolean, default False

name

Sensor name

Type string, default ""

pin

Display when not linked to a visible states controller

Type boolean, default False

show_expanded

Set sensor expanded in the user interface

Type boolean, default False

type

Type enum in ['ACTUATOR', 'ALWAYS', 'ARMATURE', 'COLLISION', 'DELAY', 'JOY-STICK', 'KEYBOARD', 'MESSAGE', 'MOUSE', 'NEAR', 'PROPERTY', 'RADAR', 'RANDOM', 'RAY', 'TOUCH'], default 'ALWAYS'

use_level

Level detector, trigger controllers of new states(only applicable upon logic state transition)

Type boolean, default False

use_pulse_false_level

Activate FALSE level triggering (pulse mode)

Type boolean, default False

use_pulse_true_level

Activate TRUE level triggering (pulse mode)

Type boolean, default False

use_tap

Trigger controllers only for an instant, even while the sensor remains true

Type boolean, default False

link (*controller*)

Link the sensor to a controller.

Parameters

- **controller** (*Controller*) – Controller to link to.

unlink (*controller*)

Unlink the sensor from a controller.

Parameters

- **controller** (*Controller*) – Controller to unlink from.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Controller.link`
- `Controller.unlink`
- `GameObjectSettings.sensors`

1.3.428 Sequence(`bpy_struct`)

base class — `bpy_struct`

subclasses — `MulticamSequence`, `ImageSequence`, `SceneSequence`, `MetaSequence`, `SoundSequence`, `MovieSequence`, `EffectSequence`

class `bpy.types.Sequence` (*`bpy_struct`*)
Sequence strip in the sequence editor

`blend_alpha`

Type float in [0, 1], default 0.0

`blend_type`

Type enum in ['REPLACE', 'CROSS', 'ADD', 'SUBTRACT', 'ALPHA_OVER', 'ALPHA_UNDER', 'GAMMA_CROSS', 'MULTIPLY', 'OVER_DROP'], default 'REPLACE'

`channel`

Y position of the sequence strip

Type int in [0, 31], default 0

`effect_fader`

Type float in [0, 1], default 0.0

`frame_duration`

The length of the contents of this strip before the handles are applied

Type int in [1, 300000], default 0, (readonly)

frame_final_duration

The length of the contents of this strip before the handles are applied

Type int in [1, 300000], default 0

frame_final_end

End frame displayed in the sequence editor after offsets are applied

Type int in [-inf, inf], default 0

frame_final_start

Start frame displayed in the sequence editor after offsets are applied, setting this is equivalent to moving the handle, not the actual start frame

Type int in [-inf, inf], default 0

frame_offset_end

Type int in [-inf, inf], default 0, (readonly)

frame_offset_start

Type int in [-inf, inf], default 0, (readonly)

frame_start

Type int in [-inf, inf], default 0

frame_still_end

Type int in [0, 300000], default 0, (readonly)

frame_still_start

Type int in [0, 300000], default 0, (readonly)

input_1

First input for the effect strip

Type [Sequence](#), (readonly)

input_2

Second input for the effect strip

Type [Sequence](#), (readonly)

input_3

Third input for the effect strip

Type [Sequence](#), (readonly)

input_count

Type int in [0, inf], default 0, (readonly)

lock

Lock strip so that it can't be transformed

Type boolean, default False

mute

Type boolean, default False

name

Type string, default ""

select

Type boolean, default False

select_left_handle

Type boolean, default False

select_right_handle

Type boolean, default False

speed_factor

Multiply the current speed of the sequence with this number or remap current frame to this frame

Type float in [-inf, inf], default 0.0

type

Type enum in ['IMAGE', 'META', 'SCENE', 'MOVIE', 'SOUND', 'CROSS', 'ADD', 'SUBTRACT', 'ALPHA_OVER', 'ALPHA_UNDER', 'GAMMA_CROSS', 'MULTIPLY', 'OVER_DROP', 'PLUGIN', 'WIPE', 'GLOW', 'TRANSFORM', 'COLOR', 'SPEED', 'MULTICAM'], default 'IMAGE', (readonly)

use_default_fade

Fade effect using the built-in default (usually make transition as long as effect strip)

Type boolean, default False

getStripElem (*frame*)

Return the strip element from a given frame or None.

Parameters

- **frame** (*int* in [-300000, 300000]) – Frame, The frame to get the strip element from

Returns strip element of the current frame

Return type [SequenceElement](#)

swap (*other*)

swap

Parameters

- **other** ([Sequence](#)) – Other

Inherited Properties

- [bpy_struct.id_data](#)

Inherited Functions

- [bpy_struct.as_pointer](#)
- [bpy_struct.callback_add](#)
- [bpy_struct.callback_remove](#)
- [bpy_struct.driver_add](#)
- [bpy_struct.driver_remove](#)
- [bpy_struct.get](#)
- [bpy_struct.is_property_hidden](#)
- [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.type_recast`
- `bpy_struct.values`

References

- `MetaSequence.sequences`
- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.swap`
- `SequenceEditor.active_strip`
- `SequenceEditor.meta_stack`
- `SequenceEditor.sequences`
- `SequenceEditor.sequences_all`

1.3.429 SequenceColorBalance(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SequenceColorBalance` (*bpy_struct*)

Color balance parameters for a sequence strip

gain

Color balance gain (highlights)

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

gamma

Color balance gamma (midtones)

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

invert_gain

Type boolean, default False

invert_gamma

Type boolean, default False

invert_lift

Type boolean, default False

lift

Color balance lift (shadows)

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `EffectSequence.color_balance`
- `ImageSequence.color_balance`
- `MetaSequence.color_balance`
- `MovieSequence.color_balance`
- `MulticamSequence.color_balance`
- `SceneSequence.color_balance`

1.3.430 SequenceCrop(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SequenceCrop` (*bpy_struct*)
Cropping parameters for a sequence strip

max_x

Type int in [0, inf], default 0

max_y

Type int in [0, inf], default 0

min_x

Type int in [0, inf], default 0

min_y

Type int in [0, inf], default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `EffectSequence.crop`
- `ImageSequence.crop`
- `MetaSequence.crop`
- `MovieSequence.crop`
- `MulticamSequence.crop`
- `SceneSequence.crop`

1.3.431 SequenceEditor(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SequenceEditor` (*bpy_struct*)
Sequence editing data for a Scene datablock

active_strip

Type `Sequence`

meta_stack

Meta strip stack, last is currently edited meta strip

Type Collection of `Sequence`, (readonly)

overlay_frame

Sequencers active strip

Type `int` in `[-inf, inf]`, default 0

overlay_lock

Type `boolean`, default `False`

sequences

Type Collection of `Sequence`, (readonly)

sequences_all

Type Collection of `Sequence`, (readonly)

show_overlay

Partial overlay ontop of the sequencer

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.sequence_editor`

1.3.432 SequenceElement(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SequenceElement` (*bpy_struct*)

Sequence strip data for a single frame

filename

Type string, default ""

orig_height

Original image height

Type int in [-inf, inf], default 0, (readonly)

orig_width

Original image width

Type int in [-inf, inf], default 0, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ImageSequence.elements`
- `MovieSequence.elements`
- `Sequence.getStripElem`

1.3.433 SequenceProxy(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SequenceProxy` (*bpy_struct*)

Proxy parameters for a sequence strip

directory

Location to store the proxy files

Type string, default ""

filepath

Location of custom proxy file

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `EffectSequence.proxy`
- `ImageSequence.proxy`
- `MetaSequence.proxy`
- `MovieSequence.proxy`
- `MulticamSequence.proxy`
- `SceneSequence.proxy`

1.3.434 SequenceTransform(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SequenceTransform` (*bpy_struct*)
Transform parameters for a sequence strip

offset_x

Type int in [-inf, inf], default 0

offset_y

Type int in [-inf, inf], default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `EffectSequence.transform`
- `ImageSequence.transform`
- `MetaSequence.transform`
- `MovieSequence.transform`
- `MulticamSequence.transform`
- `SceneSequence.transform`

1.3.435 ShaderNode(Node)

base classes — `bpy_struct`, `Node`

subclasses — `ShaderNodeHueSaturation`, `ShaderNodeVectorMath`, `ShaderNodeRGB`, `ShaderNodeCameraData`, `ShaderNodeSeparateRGB`, `ShaderNodeMath`, `ShaderNodeRGBToBW`, `ShaderNodeExtendedMaterial`, `ShaderNodeRGBCurve`, `ShaderNodeInvert`, `ShaderNodeMaterial`, `ShaderNodeValue`, `ShaderNodeMixRGB`, `ShaderNodeVectorCurve`, `ShaderNodeCombineRGB`, `ShaderNodeOutput`, `ShaderNodeValToRGB`, `ShaderNodeGeometry`, `ShaderNodeTexture`, `ShaderNodeMapping`, `ShaderNodeSqueeze`, `ShaderNodeNormal`

class `bpy.types.ShaderNode` (*Node*)
Material shader node

type

Type enum in ['OUTPUT', 'MATERIAL', 'RGB', 'VALUE', 'MIX_RGB', 'VAL-TORGB', 'RGBTOBW', 'TEXTURE', 'NORMAL', 'GEOMETRY', 'MAPPING', 'CURVE_VEC', 'CURVE_RGB', 'CAMERA', 'MATH', 'VECT_MATH', 'SQUEEZE', 'MATERIAL_EXT', 'INVERT', 'SEPRGB', 'COMBRGB', 'HUE_SAT', 'SCRIPT', 'GROUP'], default 'OUTPUT', (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.436 ShaderNodeCameraData(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeCameraData` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

1.3.437 ShaderNodeCombineRGB(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeCombineRGB` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.438 ShaderNodeExtendedMaterial(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeExtendedMaterial` (*ShaderNode*)

invert_normal

Material Node uses inverted normal

Type boolean, default False

material

Type `Material`

use_diffuse

Material Node outputs Diffuse

Type boolean, default False

use_specular

Material Node outputs Specular

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.439 ShaderNodeGeometry(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeGeometry` (*ShaderNode*)

color_layer

Type string, default ""

uv_layer

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.440 ShaderNodeHueSaturation(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeHueSaturation` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.441 ShaderNodeInvert(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeInvert` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.442 ShaderNodeMapping(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeMapping` (*ShaderNode*)

location

Location offset for the input coordinate

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

max

Maximum value to clamp coordinate to

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

min

Minimum value to clamp coordinate to

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

rotation

Rotation offset for the input coordinate

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

scale

Scale adjustment for the input coordinate

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

use_max

Clamp the output coordinate to a maximum value

Type boolean, default `False`

use_min

Clamp the output coordinate to a minimum value

Type boolean, default `False`

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.443 ShaderNodeMaterial(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeMaterial` (*ShaderNode*)

invert_normal

Material Node uses inverted normal

Type boolean, default False

material

Type `Material`

use_diffuse

Material Node outputs Diffuse

Type boolean, default False

use_specular

Material Node outputs Specular

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.444 ShaderNodeMath(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeMath` (*ShaderNode*)

operation

Type enum in ['ADD', 'SUBTRACT', 'MULTIPLY', 'DIVIDE', 'SINE', 'COSINE', 'TANGENT', 'ARCSINE', 'ARCCOSINE', 'ARCTANGENT', 'POWER', 'LOGARITHM', 'MINIMUM', 'MAXIMUM', 'ROUND', 'LESS_THAN', 'GREATER_THAN'], default 'ADD'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.445 ShaderNodeMixRGB(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

`class bpy.types.ShaderNodeMixRGB` (*ShaderNode*)

blend_type

Type enum in ['MIX', 'ADD', 'SUBTRACT', 'MULTIPLY', 'SCREEN', 'OVERLAY', 'DIVIDE', 'DIFFERENCE', 'DARKEN', 'LIGHTEN', 'DODGE', 'BURN', 'COLOR', 'VALUE', 'SATURATION', 'HUE', 'SOFT_LIGHT', 'LINEAR_LIGHT'], default 'MIX'

use_alpha

Include alpha of second input in this operation

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.446 ShaderNodeNormal(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

`class bpy.types.ShaderNodeNormal` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`

- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.447 ShaderNodeOutput(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeOutput` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.448 ShaderNodeRGB(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeRGB` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.449 ShaderNodeRGBCurve(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeRGBCurve` (*ShaderNode*)

mapping

Type `CurveMapping`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.450 ShaderNodeRGBToBW(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeRGBToBW` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.451 ShaderNodeSeparateRGB(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeSeparateRGB` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.452 ShaderNodeSqueeze(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeSqueeze` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.453 ShaderNodeTexture(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeTexture` (*ShaderNode*)

node_output

For node-based textures, which output node to use

Type int in [-32768, 32767], default 0

texture

Type Texture

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.454 ShaderNodeTree(NodeTree)

base classes — `bpy_struct`, `ID`, `NodeTree`

class `bpy.types.ShaderNodeTree` (*NodeTree*)
Node tree consisting of linked nodes used for materials

nodes

Type `ShaderNodes` collection of `Node`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `NodeTree.animation_data`
- `NodeTree.grease_pencil`
- `NodeTree.links`
- `NodeTree.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.455 ShaderNodeValToRGB(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeValToRGB` (*ShaderNode*)

color_ramp

Type `ColorRamp`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.456 ShaderNodeValue(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeValue` (*ShaderNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.457 ShaderNodeVectorCurve(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeVectorCurve` (*ShaderNode*)

mapping

Type `CurveMapping`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`

- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.458 ShaderNodeVectorMath(ShaderNode)

base classes — `bpy_struct`, `Node`, `ShaderNode`

class `bpy.types.ShaderNodeVectorMath` (*ShaderNode*)

operation

Type enum in ['ADD', 'SUBTRACT', 'AVERAGE', 'DOT_PRODUCT', 'CROSS_PRODUCT', 'NORMALIZE'], default 'ADD'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `ShaderNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

1.3.459 ShaderNodes(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ShaderNodes` (*bpy_struct*)
Collection of Shader Nodes

new (*type*, *group=None*)
Add a node to this node tree.

Parameters

- **type** (*enum in ['OUTPUT', 'MATERIAL', 'RGB', 'VALUE', 'MIX_RGB', 'VALTORGB', 'RGBTOBW', 'TEXTURE', 'NORMAL', 'GEOMETRY', 'MAPPING', 'CURVE_VEC', 'CURVE_RGB', 'CAMERA', 'MATH', 'VECT_MATH', 'SQUEEZE', 'MATERIAL_EXT', 'INVERT', 'SEPRGB', 'COMBRGB', 'HUE_SAT', 'SCRIPT', 'GROUP']*) – Type, Type of node to add
- **group** (*NodeTree*, (optional)) – The group tree

Returns New node.

Return type `Node`

remove (*node*)
remove a node from this node tree.

Parameters

- **node** (*Node*) – The node to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ShaderNodeTree.nodes`

1.3.460 ShapeActionActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.ShapeActionActuator` (*Actuator*)

Actuator to control shape key animations

action

Type `Action`

frame_blend_in

Number of frames of motion blending

Type `int` in `[0, 32767]`, default `0`

frame_end

Type `int` in `[0, 300000]`, default `0`

frame_property

Assign the action's current frame number to this property

Type `string`, default `""`

frame_start

Type `int` in `[0, 300000]`, default `0`

mode

Action playback type

Type `enum` in `['PLAY', 'FLIPPER', 'LOOPSTOP', 'LOOPEND', 'PROPERTY']`, default `'PLAY'`

priority

Execution priority - lower numbers will override actions with higher numbers. With 2 or more actions at once, the overriding channels must be lower in the stack

Type `int` in `[0, 100]`, default `0`

property

Use this property to define the Action position

Type `string`, default `""`

use_continue_last_frame

Restore last frame when switching on/off, otherwise play from the start each time

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.461 ShapeKey(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ShapeKey` (*bpy_struct*)

Shape key in a shape keys datablock

data

Type Collection of `UnknownType`, (readonly)

frame

Frame for absolute keys

Type float in [-inf, inf], default 0.0, (readonly)

interpolation

Interpolation type

Type enum in ['KEY_LINEAR', 'KEY_CARDINAL', 'KEY_BSPLINE'], default 'KEY_LINEAR'

mute

Mute this shape key

Type boolean, default False

name

Type string, default ""

relative_key

Shape used as a relative key

Type ShapeKey

slider_max

Maximum for slider

Type float in [-10, 10], default 1.0

slider_min

Minimum for slider

Type float in [-10, 10], default 0.0

value

Value of shape key at the current frame

Type float in [0, 1], default 0.0

vertex_group

Vertex weight group, to blend with basis shape

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ClothSettings.rest_shape_key`

- `Key.keys`
- `Key.reference_key`
- `Object.active_shape_key`
- `Object.shape_key_add`
- `ShapeKey.relative_key`

1.3.462 ShapeKeyBezierPoint(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ShapeKeyBezierPoint` (*bpy_struct*)

Point in a shape key for bezier curves

co

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

handle_left

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

handle_right

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.463 ShapeKeyCurvePoint(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ShapeKeyCurvePoint` (*bpy_struct*)

Point in a shape key for curves

co**Type** float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)**tilt****Type** float in [-inf, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.464 ShapeKeyPoint(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ShapeKeyPoint` (*bpy_struct*)
Point in a shape key

co**Type** float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.465 ShrinkwrapConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.ShrinkwrapConstraint` (*Constraint*)

Creates constraint-based shrinkwrap relationship

distance

Distance to Target

Type float in [0, 100], default 0.0

shrinkwrap_type

Selects type of shrinkwrap algorithm for target position

Type enum in ['NEAREST_SURFACE', 'PROJECT', 'NEAREST_VERTEX'], default 'NEAREST_SURFACE'

target

Target Object

Type `Object`

use_x

Projection over X Axis

Type boolean, default False

use_y

Projection over Y Axis

Type boolean, default False

use_z

Projection over Z Axis

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`

- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.466 ShrinkwrapModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.ShrinkwrapModifier` (*Modifier*)

Shrink wrapping modifier to shrink wrap and object to a target

auxiliary_target

Additional mesh target to shrink to

Type `Object`

offset

Distance to keep from the target

Type float in [0, inf], default 0.0

subsurf_levels

Number of subdivisions that must be performed before extracting vertices' positions and normals

Type int in [0, 6], default 0

target

Mesh target to shrink to

Type `Object`

use_cull_back_faces

Stop vertices from projecting to a back face on the target

Type boolean, default False

use_cull_front_faces

Stop vertices from projecting to a front face on the target

Type boolean, default False

use_keep_above_surface

Type boolean, default False

use_negative_direction

Allow vertices to move in the negative direction of axis

Type boolean, default False

use_positive_direction

Allow vertices to move in the positive direction of axis

Type boolean, default False

use_project_x

Type boolean, default False

use_project_y

Type boolean, default False

use_project_z

Type boolean, default False

vertex_group

Vertex group name

Type string, default ""

wrap_method

Type enum in ['NEAREST_SURFACEPOINT', 'PROJECT', 'NEAREST_VERTEX'], default 'NEAREST_SURFACEPOINT'

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`

- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.467 SimpleDeformModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.SimpleDeformModifier` (*Modifier*)

Simple deformation modifier to apply effects such as twisting and bending

deform_method

Type enum in ['TWIST', 'BEND', 'TAPER', 'STRETCH'], default 'TWIST'

factor

Type float in [-inf, inf], default 0.0

limits

Lower/Upper limits for deform

Type float array of 2 items in [0, 1], default (0.0, 0.0)

lock_x

Type boolean, default False

lock_y

Type boolean, default False

origin

Origin of modifier space coordinates

Type `Object`

use_relative

Sets the origin of deform space to be relative to the object

Type boolean, default False

vertex_group

Vertex group name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.468 SmokeCollSettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SmokeCollSettings` (*`bpy_struct`*)
Smoke collision settings

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

References

- `SmokeModifier.coll_settings`

1.3.469 SmokeDomainSettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SmokeDomainSettings` (*`bpy_struct`*)
Smoke domain settings

alpha

How much density effects smoke motion, higher value results in faster rising smoke

Type float in [-5, 5], default 0.0

amplify

Enhance the resolution of smoke by this factor using noise

Type int in [1, 10], default 0

beta

How much heat effects smoke motion, higher value results in faster rising smoke

Type float in [-5, 5], default 0.0

collision_extents

Selects which domain border will be treated as collision object.

Type enum in ['BORDEROPEN', 'BORDERVERTICAL', 'BORDERCLOSED'], default 'BORDEROPEN'

collision_group

Limit collisions to this group

Type `Group`

dissolve_speed

Dissolve Speed

Type int in [1, 10000], default 0

effector_group

Limit effectors to this group

Type `Group`

effector_weights

Type `EffectorWeights`, (readonly)

fluid_group

Limit fluid objects to this group

Type `Group`

noise_type

Noise method which is used for creating the high resolution

Type enum in ['NOISEWAVE'], default 'NOISEWAVE'

point_cache

Type `PointCache`, (readonly, never None)

point_cache_compress_type

Compression method to be used

Type enum in ['CACHELIGHT', 'CACHEHEAVY'], default 'CACHELIGHT'

resolution_max

Maximal resolution used in the fluid domain

Type int in [24, 512], default 0

show_high_resolution

Show high resolution (using amplification)

Type boolean, default False

smooth_emitter

Smoothens emitted smoke to avoid blockiness.

Type boolean, default False

strength

Strength of wavelet noise

Type float in [0, 10], default 0.0

time_scale

Adjust simulation speed.

Type float in [0.2, 1.5], default 0.0

use_dissolve_smoke

Enable smoke to disappear over time

Type boolean, default False

use_dissolve_smoke_log

Using 1/x

Type boolean, default False

use_high_resolution

Enable high resolution (using amplification)

Type boolean, default False

vorticity

Amount of turbulence/rotation in fluid.

Type float in [0.01, 4], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SmokeModifier.domain_settings`

1.3.470 SmokeFlowSettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SmokeFlowSettings` (*bpy_struct*)
Smoke flow settings

density

Type float in [0.001, 1], default 0.0

initial_velocity

Smoke inherits it's velocity from the emitter particle

Type boolean, default False

particle_system

Particle systems emitted from the object

Type `ParticleSystem`

temperature

Temperature difference to ambient temperature

Type float in [-10, 10], default 0.0

use_absolute

Only allows given density value in emitter area.

Type boolean, default False

use_outflow

Deletes smoke from simulation

Type boolean, default False

velocity_factor

Multiplier to adjust velocity passed to smoke

Type float in [-2, 2], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SmokeModifier.flow_settings`

1.3.471 SmokeModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.SmokeModifier` (*Modifier*)

Smoke simulation modifier

coll_settings

Type `SmokeCollSettings`, (readonly)

domain_settings

Type `SmokeDomainSettings`, (readonly)

flow_settings

Type `SmokeFlowSettings`, (readonly)

smoke_type

Type enum in ['NONE', 'DOMAIN', 'FLOW', 'COLLISION'], default 'NONE'

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.472 SmoothModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.SmoothModifier` (*Modifier*)
Smoothing effect modifier

factor

Type float in [-inf, inf], default 0.0

iterations

Type int in [-32768, 32767], default 0

use_x

Type boolean, default False

use_y

Type boolean, default False

use_z

Type boolean, default False

vertex_group

Vertex group name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.473 SoftBodyModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.SoftBodyModifier` (*Modifier*)
Soft body simulation modifier

point_cache

Type `PointCache`, (readonly, never None)

settings

Type `SoftBodySettings`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.474 SoftBodySettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SoftBodySettings` (*`bpy_struct`*)

Soft body simulation settings for an object

aero

Make edges ‘sail’

Type float in [0, 30000], default 0.0

aerodynamics_type

Method of calculating aerodynamic interaction

Type enum in [‘SIMPLE’, ‘LIFT_FORCE’], default ‘SIMPLE’

ball_damp

Blending to inelastic collision

Type float in [0.001, 1], default 0.0

ball_size

Absolute ball size or factor if not manual adjusted

Type float in [-10, 10], default 0.0

ball_stiff

Ball inflating pressure

Type float in [0.001, 100], default 0.0

bend

Bending Stiffness

Type float in [0, 10], default 0.0

choke

'Viscosity' inside collision target

Type int in [0, 100], default 0

collision_type

Choose Collision Type

Type enum in ['MANUAL', 'AVERAGE', 'MINIMAL', 'MAXIMAL', 'MINMAX'], default 'MANUAL'

damping

Edge spring friction

Type float in [0, 50], default 0.0

effector_weights

Type `EffectorWeights`, (readonly)

error_threshold

The Runge-Kutta ODE solver error limit, low value gives more precision, high values speed

Type float in [0.001, 10], default 0.0

friction

General media friction for point movements

Type float in [0, 50], default 0.0

fuzzy

Fuzziness while on collision, high values make collision handling faster but less stable

Type int in [1, 100], default 0

goal_default

Default Goal (vertex target position) value, when no Vertex Group used

Type float in [0, 1], default 0.0

goal_friction

Goal (vertex target position) friction

Type float in [0, 50], default 0.0

goal_max

Goal maximum, vertex weights are scaled to match this range

Type float in [0, 1], default 0.0

goal_min

Goal minimum, vertex weights are scaled to match this range

Type float in [0, 1], default 0.0

goal_spring

Goal (vertex target position) spring stiffness

Type float in [0, 0.999], default 0.0

gravity

Apply gravitation to point movement

Type float in [-10, 10], default 0.0

location_mass_center

Location of Center of mass

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

mass

General Mass value

Type float in [0, 50000], default 0.0

plastic

Permanent deform

Type float in [0, 100], default 0.0

pull

Edge spring stiffness when longer than rest length

Type float in [0, 0.999], default 0.0

push

Edge spring stiffness when shorter than rest length

Type float in [0, 0.999], default 0.0

rotation_estimate

Estimated rotation matrix

Type float array of 9 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

scale_estimate

Estimated scale matrix

Type float array of 9 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

shear

Shear Stiffness

Type float in [0, 1], default 0.0

speed

Tweak timing for physics to control frequency and speed

Type float in [0.01, 100], default 0.0

spring_length

Alter spring length to shrink/blow up (unit %) 0 to disable

Type float in [0, 200], default 0.0

step_max

Maximal # solver steps/frame

Type int in [0, 30000], default 0

step_min

Minimal # solver steps/frame

Type int in [0, 30000], default 0

use_auto_step

Use velocities for automagic step sizes

Type boolean, default False

use_diagnose

Turn on SB diagnose console prints

Type boolean, default False

use_edge_collision

Edges collide too

Type boolean, default False

use_edges

Use Edges as springs

Type boolean, default False

use_estimate_matrix

estimate matrix .. split to COM , ROT ,SCALE

Type boolean, default False

use_face_collision

Faces collide too, can be very slow

Type boolean, default False

use_goal

Define forces for vertices to stick to animated position

Type boolean, default False

use_self_collision

Enable naive vertex ball self collision

Type boolean, default False

use_stiff_quads

Adds diagonal springs on 4-gons

Type boolean, default False

vertex_group_goal

Control point weight values

Type string, default ""

vertex_group_mass

Control point mass values

Type string, default ""

vertex_group_spring

Control point spring strength values

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.soft_body`
- `SoftBodyModifier.settings`

1.3.475 SolidifyModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.SolidifyModifier` (*Modifier*)

Create a solid skin by extruding, compensating for sharp angles

edge_crease_inner

Assign a crease to inner edges

Type float in [0, 1], default 0.0

edge_crease_outer

Assign a crease to outer edges

Type float in [0, 1], default 0.0

edge_crease_rim

Assign a crease to the edges making up the rim

Type float in [0, 1], default 0.0

invert_vertex_group

Invert the vertex group influence

Type boolean, default False

offset

Offset the thickness from the center

Type float in [-inf, inf], default 0.0

thickness

Thickness of the shell

Type float in [-inf, inf], default 0.0

use_even_offset

Maintain thickness by adjusting for sharp corners (slow, disable when not needed)

Type boolean, default False

use_quality_normals

Calculate normals which result in more even thickness (slow, disable when not needed)

Type boolean, default False

use_rim

Create edge loops between the inner and outer surfaces on face edges (slow, disable when not needed)

Type boolean, default False

use_rim_material

Use in the next material for rim faces

Type boolean, default False

vertex_group

Vertex group name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.476 Sound(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Sound` (*ID*)
Sound datablock referencing an external or packed sound file

filepath

Sound sample file used by this Sound datablock

Type string, default ""

packed_file

Type `PackedFile`, (readonly)

use_memory_cache

The sound file is decoded and loaded into RAM

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.sounds`
- `SoundActuator.sound`
- `SoundSequence.sound`

1.3.477 SoundActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.SoundActuator` (*Actuator*)

Sound file

cone_inner_angle_3d

The angle of the inner cone

Type float in [-inf, inf], default 0.0

cone_outer_angle_3d

The angle of the outer cone

Type float in [-inf, inf], default 0.0

cone_outer_gain_3d

The gain outside the outer cone. The gain in the outer cone will be interpolated between this value and the normal gain in the inner cone

Type float in [-inf, inf], default 0.0

distance_3d_max

The maximum distance at which you can hear the sound

Type float in [-inf, inf], default 0.0

distance_3d_reference

The distance where the sound has a gain of 1.0

Type float in [-inf, inf], default 0.0

gain_3d_max

The maximum gain of the sound, no matter how near it is

Type float in [-inf, inf], default 0.0

gain_3d_min

The minimum gain of the sound, no matter how far it is away

Type float in [-inf, inf], default 0.0

mode

Type enum in ['PLAYSTOP', 'PLAYEND', 'LOOPSTOP', 'LOOPEND', 'LOOPBIDIRECTIONAL', 'LOOPBIDIRECTIONALSTOP'], default 'PLAYSTOP'

pitch

Sets the pitch of the sound

Type float in [-inf, inf], default 0.0

rolloff_factor_3d

The influence factor on volume depending on distance

Type float in [-inf, inf], default 0.0

sound**Type** `Sound`**use_sound_3d**

Enable/Disable 3D Sound

Type `boolean`, default `False`**volume**

Sets the initial volume of the sound

Type `float` in `[0, 2]`, default `0.0`

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.478 SoundSequence(Sequence)

base classes — `bpy_struct`, `Sequence`**class** `bpy.types.SoundSequence` (*Sequence*)

Sequence strip defining a sound to be played over a period of time

animation_offset_end

Animation end offset (trim end)

Type `int` in `[0, inf]`, default `0`

animation_offset_start

Animation start offset (trim start)

Type int in [0, inf], default 0

attenuation

Attenuation in decibel

Type float in [-100, 40], default 0.0

filepath

Type string, default ""

sound

Sound datablock used by this sequence

Type Sound, (readonly)

volume

Playback volume of the sound

Type float in [0, 100], default 0.0

Inherited Properties

- bpy_struct.id_data
- Sequence.name
- Sequence.blend_type
- Sequence.blend_alpha
- Sequence.channel
- Sequence.effect_fader
- Sequence.frame_final_end
- Sequence.frame_offset_end
- Sequence.frame_still_end
- Sequence.input_1
- Sequence.input_2
- Sequence.input_3
- Sequence.select_left_handle
- Sequence.frame_final_duration
- Sequence.frame_duration
- Sequence.lock
- Sequence.mute
- Sequence.select_right_handle
- Sequence.select
- Sequence.speed_factor
- Sequence.frame_start
- Sequence.frame_final_start
- Sequence.frame_offset_start
- Sequence.frame_still_start
- Sequence.type
- Sequence.use_default_fade
- Sequence.input_count

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.479 Space(`bpy_struct`)

base class — `bpy_struct`

subclasses — `SpaceUserPreferences`, `SpaceOutliner`, `SpaceImageEditor`, `SpaceSequenceEditor`, `SpaceProperties`, `SpaceGraphEditor`, `SpaceLogicEditor`, `SpaceInfo`, `SpaceConsole`, `SpaceView3D`, `SpaceDopeSheetEditor`, `SpaceTextEditor`, `SpaceFileBrowser`, `SpaceNodeEditor`, `SpaceNLA`, `SpaceTimeline`

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

Space data for a screen area

type

Space data type

Type enum in ['EMPTY', 'VIEW_3D', 'GRAPH_EDITOR', 'OUTLINER', 'PROPERTIES', 'FILE_BROWSER', 'IMAGE_EDITOR', 'INFO', 'SEQUENCE_EDITOR', 'TEXT_EDITOR', 'AUDIO_WINDOW', 'DOPESHEET_EDITOR', 'NLA_EDITOR', 'SCRIPTS_WINDOW', 'TIMELINE', 'NODE_EDITOR', 'LOGIC_EDITOR', 'CONSOLE', 'USER_PREFERENCES'], default 'EMPTY', (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Area.active_space`
- `Area.spaces`
- `Context.space_data`

1.3.480 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 [8, 32], default 0

history

Command history

Type Collection of `ConsoleLine`, (readonly)

language

Command line prompt language

Type string, default ""

prompt

Command line prompt

Type string, default ""

scrollback

Command output

Type Collection of `ConsoleLine`, (readonly)

select_end

Type int in [0, inf], default 0

select_start

Type int in [0, inf], default 0

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.481 SpaceDopeSheetEditor(Space)

base classes — `bpy_struct`, `Space`

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

DopeSheet space data

action

Action displayed and edited in this space

Type `Action`

auto_snap

Automatic time snapping settings for transformations

Type enum in ['NONE', 'STEP', 'FRAME', 'MARKER'], default 'NONE'

dopesheet

Settings for filtering animation data

Type `DopeSheet`, (readonly)

mode

Editing context being displayed

Type enum in ['DOPESHEET', 'ACTION', 'SHAPEKEY'], default 'ACTION'

show_frame_indicator

Show frame number beside the current frame indicator line

Type boolean, default False

show_seconds

Show timing in seconds not frames

Type boolean, default False, (readonly)

show_sliders

Show sliders beside F-Curve channels

Type boolean, default False

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

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.482 SpaceFileBrowser(Space)

base classes — `bpy_struct`, `Space`

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

File browser space data

operator

Type `Operator`, (readonly)

params

Parameters and Settings for the Filebrowser

Type `FileSelectParams`, (readonly)**Inherited Properties**

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.483 SpaceGraphEditor(Space)base classes — `bpy_struct`, `Space`**class** `bpy.types.SpaceGraphEditor` (*Space*)

Graph Editor space data

auto_snap

Automatic time snapping settings for transformations

Type enum in ['NONE', 'STEP', 'FRAME', 'MARKER'], default 'NONE'**cursor_position_y**

Graph Editor 2D-Value cursor - Y-Value component

Type float in [-inf, inf], default 0.0**dopesheet**

Settings for filtering animation data

Type `DopeSheet`, (readonly)**has_ghost_curves**

Graph Editor instance has some ghost curves stored

Type boolean, default False

mode

Editing context being displayed

Type enum in ['FCURVES', 'DRIVERS'], default 'FCURVES'

pivot_point

Pivot center for rotation/scaling

Type enum in ['BOUNDING_BOX_CENTER', 'CURSOR', 'INDIVIDUAL_ORIGINS'], default 'BOUNDING_BOX_CENTER'

show_cursor

Show 2D cursor

Type boolean, default False

show_frame_indicator

Show frame number beside the current frame indicator line

Type boolean, default False

show_handles

Show handles of Bezier control points

Type boolean, default False

show_seconds

Show timing in seconds not frames

Type boolean, default False, (readonly)

show_sliders

Show sliders beside F-Curve channels

Type boolean, default False

use_auto_merge_keyframes

Automatically merge nearby keyframes

Type boolean, default False

use_only_selected_curves_handles

Only keyframes of selected F-Curves are visible and editable

Type boolean, default False

use_only_selected_keyframe_handles

Only show and edit handles of selected keyframes

Type boolean, default False

use_realtime_update

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

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.484 SpaceImageEditor(Space)

base classes — `bpy_struct`, `Space`

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

Image and UV editor space data

curves

Color curve mapping to use for displaying the image

Type `CurveMapping`, (readonly)

draw_channels

Channels of the image to draw

Type enum in ['COLOR', 'COLOR_ALPHA', 'ALPHA', 'Z_BUFFER'], default 'COLOR'

grease_pencil

Grease pencil data for this space

Type `GreasePencil`

image

Image displayed and edited in this space

Type `Image`

image_user

Parameters defining which layer, pass and frame of the image is displayed

Type `ImageUser`, (readonly, never None)

sample_histogram

Sampled colors along line

Type `Histogram`, (readonly)

scopes

Scopes to visualize image statistics.

Type `Scopes`, (readonly)

show_paint

Show paint related properties

Type boolean, default False, (readonly)

show_render

Show render related properties

Type boolean, default False, (readonly)

show_repeat

Draw the image repeated outside of the main view

Type boolean, default False

show_uvedit

Show UV editing related properties

Type boolean, default False, (readonly)

use_grease_pencil

Display and edit the grease pencil freehand annotations overlay

Type boolean, default False

use_image_paint

Enable image painting mode

Type boolean, default False

use_image_pin

Display current image regardless of object selection

Type boolean, default False

use_realtime_update

Update other affected window spaces automatically to reflect changes during interactive operations such as transform

Type boolean, default False

uv_editor

UV editor settings

Type `SpaceUVEditor`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

1.3.485 SpacelInfo(Space)

base classes — `bpy_struct`, `Space`

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

Info space data

show_report_debug

Display debug reporting info

Type boolean, default False

show_report_error

Display error text

Type boolean, default False

show_report_info

Display general information

Type boolean, default False

show_report_operator

Display the operator log

Type boolean, default False

show_report_warning

Display warnings

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

1.3.486 SpaceLogicEditor(Space)

base classes — `bpy_struct`, `Space`

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

Logic editor space data

show_actuators_active_object

Show actuators of active object

Type boolean, default False

show_actuators_active_states

Show only actuators connected to active states

Type boolean, default False

show_actuators_linked_controller

Show linked objects to the actuator

Type boolean, default False

show_actuators_selected_objects

Show actuators of all selected objects

Type boolean, default False

show_controllers_active_object

Show controllers of active object

Type boolean, default False

show_controllers_linked_controller

Show linked objects to sensor/actuator

Type boolean, default False

show_controllers_selected_objects

Show controllers of all selected objects

Type boolean, default False

show_sensors_active_object

Show sensors of active object

Type boolean, default False

show_sensors_active_states

Show only sensors connected to active states

Type boolean, default False

show_sensors_linked_controller

Show linked objects to the controller

Type boolean, default False**show_sensors_selected_objects**

Show sensors of all selected objects

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.487 SpaceNLA(Space)

base classes — `bpy_struct`, `Space`**class** `bpy.types.SpaceNLA` (*Space*)

NLA editor space data

auto_snap

Automatic time snapping settings for transformations

Type enum in ['NONE', 'STEP', 'FRAME', 'MARKER'], default 'NONE'**dopesheet**

Settings for filtering animation data

Type `DopeSheet`, (readonly)**show_frame_indicator**

Show frame number beside the current frame indicator line

Type boolean, default False

show_seconds

Show timing in seconds not frames

Type boolean, default False, (readonly)

show_strip_curves

Show influence curves on strips

Type boolean, default False

use_realtime_update

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

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.488 SpaceNodeEditor(Space)

base classes — `bpy_struct`, `Space`

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

Node editor space data

id

Datablock whose nodes are being edited

Type ID, (readonly)

id_from

Datablock from which the edited datablock is linked

Type ID, (readonly)

node_tree

Node tree being displayed and edited

Type `NodeTree`, (readonly)**show_backdrop**

Use active Viewer Node output as backdrop for compositing nodes

Type boolean, default `False`**texture_type**

Type of data to take texture from

Type enum in [`'OBJECT'`, `'WORLD'`, `'BRUSH'`], default `'OBJECT'`**tree_type**

Node tree type to display and edit

Type enum in [`'MATERIAL'`, `'TEXTURE'`, `'COMPOSITING'`], default `'MATERIAL'`

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.489 SpaceOutliner(Space)

base classes — `bpy_struct`, `Space`**class** `bpy.types.SpaceOutliner` (*Space*)

Outliner space data

display_mode

Type of information to display

Type enum in ['ALL_SCENES', 'CURRENT_SCENE', 'VISIBLE_LAYERS', 'SELECTED', 'ACTIVE', 'SAME_TYPES', 'GROUPS', 'LIBRARIES', 'SEQUENCE', 'DATABLOCKS', 'USER_PREFERENCES', 'KEYMAPS'], default 'ALL_SCENES'

filter_text

Live search filtering string

Type string, default ""

show_restrict_columns

Show column

Type boolean, default False

use_filter_case_sensitive

Only use case sensitive matches of search string

Type boolean, default False

use_filter_complete

Only use complete matches of search string

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.490 SpaceProperties(Space)

base classes — `bpy_struct`, `Space`

class `bpy.types.SpaceProperties` (*Space*)
Properties space data

align

Arrangement of the panels

Type enum in ['HORIZONTAL', 'VERTICAL'], default 'HORIZONTAL'**context**

Type of active data to display and edit

Type enum in ['SCENE', 'RENDER', 'WORLD', 'OBJECT', 'CONSTRAINT', 'MODIFIER', 'DATA', 'BONE', 'BONE_CONSTRAINT', 'MATERIAL', 'TEXTURE', 'PARTICLE', 'PHYSICS'], default 'RENDER'**pin_id****Type** ID**show_brush_texture**

Show brush textures

Type boolean, default False**use_pin_id**

Use the pinned context

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.491 SpaceSequenceEditor(Space)

base classes — `bpy_struct`, `Space`

class `bpy.types.SpaceSequenceEditor` (*Space*)
Sequence editor space data

display_channel

The channel number shown in the image preview. 0 is the result of all strips combined

Type int in [-5, 32], default 0

display_mode

The view mode to use for displaying sequencer output

Type enum in ['IMAGE', 'WAVEFORM', 'VECTOR_SCOPE', 'HISTOGRAM'], default 'IMAGE'

draw_overexposed

Show overexposed areas with zebra stripes

Type int in [0, 110], default 0

grease_pencil

Grease pencil data for this space

Type UnknownType, (readonly)

offset_x

Offsets image horizontally from the view center

Type float in [-inf, inf], default 0.0

offset_y

Offsets image horizontally from the view center

Type float in [-inf, inf], default 0.0

proxy_render_size

Draw preview using full resolution or different proxy resolutions

Type enum in ['NONE', 'SCENE', 'PROXY_25', 'PROXY_50', 'PROXY_75', 'FULL'], default 'SCENE'

show_frame_indicator

Show frame number beside the current frame indicator line

Type boolean, default False

show_frames

Draw frames rather than seconds

Type boolean, default False

show_safe_margin

Draw title safe margins in preview

Type boolean, default False

show_separate_color

Separate color channels in preview

Type boolean, default False

use_grease_pencil

Display and edit the grease pencil freehand annotations overlay

Type boolean, default False

use_marker_sync

Transform markers as well as strips

Type boolean, default False

view_type

The type of the Sequencer view (sequencer, preview or both)

Type enum in ['SEQUENCER', 'PREVIEW', 'SEQUENCER_PREVIEW'], default 'SEQUENCER'

zoom

Display zoom level

Type float in [-inf, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.492 SpaceTextEditor(Space)

base classes — `bpy_struct`, `Space`

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

Text editor space data

find_text

Text to search for with the find tool

Type string, default ""

font_size

Font size to use for displaying the text

Type int in [8, 32], default 0

replace_text

Text to replace selected text with using the replace tool

Type string, default ""

show_line_highlight

Highlight the current line

Type boolean, default False

show_line_numbers

Show line numbers next to the text

Type boolean, default False

show_syntax_highlight

Syntax highlight for scripting

Type boolean, default False

show_word_wrap

Wrap words if there is not enough horizontal space

Type boolean, default False

tab_width

Number of spaces to display tabs with

Type int in [2, 8], default 0

text

Text displayed and edited in this space

Type `Text`

use_find_all

Search in all text datablocks, instead of only the active one

Type boolean, default False

use_find_wrap

Search again from the start of the file when reaching the end

Type boolean, default False

use_live_edit

Run python while editing

Type boolean, default False

use_overwrite

Overwrite characters when typing rather than inserting them

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.493 SpaceTimeline(Space)

base classes — `bpy_struct`, `Space`

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

Timeline editor space data

cache_cloth

Show the active object's cloth point cache

Type boolean, default False

cache_particles

Show the active object's particle point cache

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

show_cache

Show the status of cached frames in the timeline

Type boolean, default False

show_frame_indicator

Show frame number beside the current frame indicator line

Type boolean, default False

show_only_selected

Show keyframes for active Object and/or its selected channels only

Type boolean, default False

use_play_3d_editors

Type boolean, default False

use_play_animation_editors

Type boolean, default False

use_play_image_editors

Type boolean, default False

use_play_node_editors

Type boolean, default False

use_play_properties_editors

Type boolean, default False

use_play_sequence_editors

Type boolean, default False

use_play_top_left_3d_editor

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.494 SpaceUVEditor(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SpaceUVEditor` (*`bpy_struct`*)

UV editor data for the image editor space

cursor_location

2D cursor location for this view

Type float array of 2 items in `[-inf, inf]`, default `(0.0, 0.0)`

draw_stretch_type

Type of stretch to draw

Type enum in ['ANGLE', 'AREA'], default 'ANGLE'**edge_draw_type**

Draw type for drawing UV edges

Type enum in ['OUTLINE', 'DASH', 'BLACK', 'WHITE'], default 'OUTLINE'**lock_bounds**

Constraint to stay within the image bounds while editing

Type boolean, default False**pivot_point**

Rotation/Scaling Pivot

Type enum in ['CENTER', 'MEDIAN', 'CURSOR'], default 'CENTER'**show_modified_edges**

Draw edges after modifiers are applied

Type boolean, default False**show_normalized_coords**

Display UV coordinates from 0.0 to 1.0 rather than in pixels

Type boolean, default False**show_other_objects**

Draw other selected objects that share the same image

Type boolean, default False**show_smooth_edges**

Draw UV edges anti-aliased

Type boolean, default False**show_stretch**

Draw faces colored according to the difference in shape between UVs and their 3D coordinates (blue for low distortion, red for high distortion)

Type boolean, default False**sticky_select_mode**

Automatically select also UVs sharing the same vertex as the ones being selected

Type enum in ['DISABLED', 'SHARED_LOCATION', 'SHARED_VERTEX'], default 'SHARED_LOCATION'**use_live_unwrap**

Continuously unwrap the selected UV island while transforming pinned vertices

Type boolean, default False**use_snap_to_pixels**

Snap UVs to pixel locations while editing

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `SpaceImageEditor.uv_editor`

1.3.495 SpaceUserPreferences(Space)

base classes — `bpy_struct`, `Space`

class `bpy.types.SpaceUserPreferences` (*Space*)
User preferences space data

filter_text

Search term for filtering in the UI

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.496 SpaceView3D(Space)

base classes — `bpy_struct`, `Space`

class `bpy.types.SpaceView3D` (*Space*)

3D View space data

background_images

List of background images

Type Collection of `BackgroundImage`, (readonly)

camera

Active camera used in this view (when unlocked from the scene's active camera)

Type `Object`

clip_end

3D View far clipping distance

Type float in [1, inf], default 0.0

clip_start

3D View near clipping distance

Type float in [0, inf], default 0.0

current_orientation

Current Transformation orientation

Type `TransformOrientation`, (readonly)

cursor_location

3D cursor location for this view (dependent on local view setting)

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

grid_lines

The number of grid lines to display in perspective view

Type int in [0, 1024], default 0

grid_scale

The distance between 3D View grid lines

Type float in [0, inf], default 0.0

grid_subdivisions

The number of subdivisions between grid lines

Type int in [1, 1024], default 0

layers

Layers visible in this 3D View

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False)

layers_used

Layers that contain something

Type boolean array of 20 items, default (False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False, False), (readonly)

lens

Lens angle (mm) in perspective view

Type float in [1, 250], default 0.0

local_view

Display an isolated sub-set of objects, apart from the scene visibility

Type `SpaceView3D`, (readonly)

lock_bone

3D View center is locked to this bone's position

Type string, default ""

lock_camera_and_layers

Use the scene's active camera and layers in this view, rather than local layers

Type boolean, default False

lock_cursor

3D View center is locked to the cursor's position

Type boolean, default False

lock_object

3D View center is locked to this object's position

Type `Object`

pivot_point

Pivot center for rotation/scaling

Type enum in ['BOUNDING_BOX_CENTER', 'CURSOR', 'INDIVIDUAL_ORIGINS', 'MEDIAN_POINT', 'ACTIVE_ELEMENT'], default 'BOUNDING_BOX_CENTER'

region_3d

3D region in this space, in case of quad view the camera region

Type `RegionView3D`, (readonly)

region_quadview

3D region that defines the quad view settings

Type `RegionView3D`, (readonly)

show_all_objects_origin

Show the object origin center dot for all (selected and unselected) objects

Type boolean, default False

show_axis_x

Show the X axis line in perspective view

Type boolean, default False

show_axis_y

Show the Y axis line in perspective view

Type boolean, default False

show_axis_z

Show the Z axis line in perspective view

Type boolean, default False

show_background_images

Display reference images behind objects in the 3D View

Type boolean, default False

show_floor

Show the ground plane grid in perspective view

Type boolean, default False

show_manipulator

Use a 3D manipulator widget for controlling transforms

Type boolean, default False

show_only_render

Display only objects which will be rendered

Type boolean, default False

show_outline_selected

Show an outline highlight around selected objects in non-wireframe views

Type boolean, default False

show_relationship_lines

Show dashed lines indicating parent or constraint relationships

Type boolean, default False

show_textured_solid

Display face-assigned textures in solid view

Type boolean, default False

transform_orientation

Transformation orientation

Type enum in ['GLOBAL', 'LOCAL', 'GIMBAL', 'NORMAL', 'VIEW', 'CUSTOM'], default 'GLOBAL'

use_manipulator_rotate

Use the manipulator for rotation transformations

Type boolean, default False

use_manipulator_scale

Use the manipulator for scale transformations

Type boolean, default False

use_manipulator_translate

Use the manipulator for movement transformations

Type boolean, default False

use_occlude_geometry

Limit selection to visible (clipped with depth buffer)

Type boolean, default False

use_pivot_point_align

Manipulate object centers only

Type boolean, default False

viewport_shade

Method to display/shade objects in the 3D View

Type enum in ['BOUNDBOX', 'WIREFRAME', 'SOLID', 'TEXTURED'], default 'BOUNDBOX'

Inherited Properties

- `bpy_struct.id_data`
- `Space.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ObjectBase.layers_from_view`
- `SpaceView3D.local_view`

1.3.497 SpeedControlSequence(EffectSequence)

base classes — `bpy_struct`, `Sequence`, `EffectSequence`

class `bpy.types.SpeedControlSequence` (*EffectSequence*)
 Sequence strip to control the speed of other strips

multiply_speed

Multiply the resulting speed after the speed factor

Type float in [0, inf], default 0.0

scale_to_length

Scale values from 0.0 to 1.0 to target sequence length

Type boolean, default False

use_as_speed

Interpret the value as speed instead of a frame number

Type boolean, default False

use_frame_blend

Blend two frames into the target for a smoother result

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Sequence.name`
- `Sequence.blend_type`
- `Sequence.blend_alpha`
- `Sequence.channel`
- `Sequence.effect_fader`
- `Sequence.frame_final_end`
- `Sequence.frame_offset_end`
- `Sequence.frame_still_end`
- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.select_left_handle`
- `Sequence.frame_final_duration`
- `Sequence.frame_duration`
- `Sequence.lock`
- `Sequence.mute`
- `Sequence.select_right_handle`
- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`
- `Sequence.use_default_fade`
- `Sequence.input_count`
- `EffectSequence.color_balance`
- `EffectSequence.use_float`
- `EffectSequence.crop`
- `EffectSequence.use_deinterlace`
- `EffectSequence.use_reverse_frames`

- `EffectSequence.use_flip_x`
- `EffectSequence.use_flip_y`
- `EffectSequence.color_multiply`
- `EffectSequence.use_premultiply`
- `EffectSequence.proxy`
- `EffectSequence.use_proxy_custom_directory`
- `EffectSequence.use_proxy_custom_file`
- `EffectSequence.color_saturation`
- `EffectSequence.strobe`
- `EffectSequence.transform`
- `EffectSequence.use_color_balance`
- `EffectSequence.use_crop`
- `EffectSequence.use_proxy`
- `EffectSequence.use_translation`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.498 Spline(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Spline` (*bpy_struct*)

Element of a curve, either Nurbs, Bezier or Polyline or a character with text objects

bezier_points

Collection of points for bezier curves only

Type `SplineBezierPoints` collection of `BezierSplinePoint`, (readonly)

character_index

Location of this character in the text data (only for text curves)

Type `int` in `[0, inf]`, default 0, (readonly)

hide

Hide this curve in editmode

Type boolean, default False

material_index

Type int in [0, 32767], default 0

order_u

Nurbs order in the U direction (For splines and surfaces), Higher values let points influence a greater area

Type int in [2, 6], default 0

order_v

Nurbs order in the V direction (For surfaces only), Higher values let points influence a greater area

Type int in [2, 6], default 0

point_count_u

Total number points for the curve or surface in the U direction

Type int in [0, 32767], default 0, (readonly)

point_count_v

Total number points for the surface on the V direction

Type int in [0, 32767], default 0, (readonly)

points

Collection of points that make up this poly or nurbs spline

Type `SplinePoints` collection of `SplinePoint`, (readonly)

radius_interpolation

The type of radius interpolation for Bezier curves

Type enum in ['LINEAR', 'CARDINAL', 'BSPLINE', 'EASE'], default 'LINEAR'

resolution_u

Curve or Surface subdivisions per segment

Type int in [1, 32767], default 0

resolution_v

Surface subdivisions per segment

Type int in [1, 32767], default 0

tilt_interpolation

The type of tilt interpolation for 3D, Bezier curves

Type enum in ['LINEAR', 'CARDINAL', 'BSPLINE', 'EASE'], default 'LINEAR'

type

The interpolation type for this curve element

Type enum in ['POLY', 'BEZIER', 'BSPLINE', 'CARDINAL', 'NURBS'], default 'POLY'

use_bezier_u

Make this nurbs curve or surface act like a bezier spline in the U direction (Order U must be 3 or 4, Cyclic U must be disabled)

Type boolean, default False

use_bezier_v

Make this nurbs surface act like a bezier spline in the V direction (Order V must be 3 or 4, Cyclic V must be disabled)

Type boolean, default False

use_cyclic_u

Make this curve or surface a closed loop in the U direction

Type boolean, default False

use_cyclic_v

Make this surface a closed loop in the V direction

Type boolean, default False

use_endpoint_u

Make this nurbs curve or surface meet the endpoints in the U direction (Cyclic U must be disabled)

Type boolean, default False

use_endpoint_v

Make this nurbs surface meet the endpoints in the V direction (Cyclic V must be disabled)

Type boolean, default False

use_smooth

Smooth the normals of the surface or beveled curve

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Curve.splines`
- `CurveSplines.new`
- `CurveSplines.remove`

1.3.499 SplineBezierPoints(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SplineBezierPoints` (*bpy_struct*)
Collection of spline bezirt points

add (*number=1*)

Add a number of points to this spline.

Parameters

- **number** (*int in [-inf, inf], (optional)*) – Number, Number of points to add to the spline

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Spline.bezier_points`

1.3.500 SplineIKConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.SplineIKConstraint` (*Constraint*)
Align ‘n’ bones along a curve

chain_count

How many bones are included in the chain

Type `int` in [1, 255], default 0

joint_bindings

(EXPERIENCED USERS ONLY) The relative positions of the joints along the chain as percentages

Type float array of 32 items in [0, 1], default (0.0, 0.0)

target

Curve that controls this relationship

Type Object

use_chain_offset

Offset the entire chain relative to the root joint

Type boolean, default False

use_curve_radius

Average radius of the endpoints is used to tweak the X and Z Scaling of the bones, on top of XZ Scale mode

Type boolean, default False

use_even_divisions

Ignore the relative lengths of the bones when fitting to the curve

Type boolean, default False

use_y_stretch

Stretch the Y axis of the bones to fit the curve

Type boolean, default False

xz_scale_mode

Method used for determining the scaling of the X and Z axes of the bones

Type enum in ['NONE', 'BONE_ORIGINAL', 'VOLUME_PRESERVE'], default 'NONE'

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.501 SplinePoint(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.SplinePoint` (*bpy_struct*)

Spline point without handles

co

Point coordinates

Type float array of 4 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0, 0.0)`

hide

Visibility status

Type boolean, default `False`

radius

Radius for bevelling

Type float in `[0, inf]`, default `0.0`

select

Selection status

Type boolean, default `False`

tilt

Tilt in 3D View

Type float in `[-inf, inf]`, default `0.0`

weight

Nurbs weight

Type float in `[-inf, inf]`, default `0.0`

weight_softbody

Softbody goal weight

Type float in `[0.01, 100]`, default `0.0`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Spline.points`

1.3.502 SplinePoints(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SplinePoints` (*bpy_struct*)
Collection of spline points

add (*number=1*)
Add a number of points to this spline.

Parameters

- **number** (*int in [-inf, inf], (optional)*) – Number, Number of points to add to the spline

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Spline.points`

1.3.503 SpotLamp(Lamp)

base classes — `bpy_struct`, `ID`, `Lamp`

class `bpy.types.SpotLamp` (*Lamp*)

Directional cone lamp

compression_threshold

Deep shadow map compression threshold

Type float in [0, 1], default 0.0

falloff_curve

Custom Lamp Falloff Curve

Type `CurveMapping`, (readonly)

falloff_type

Intensity Decay with distance

Type enum in ['CONSTANT', 'INVERSE_LINEAR', 'INVERSE_SQUARE', 'CUSTOM_CURVE', 'LINEAR_QUADRATIC_WEIGHTED'], default 'CONSTANT'

halo_intensity

Brightness of the spotlight's halo cone (Buffer Shadows)

Type float in [-inf, inf], default 0.0

halo_step

Volumetric halo sampling frequency

Type int in [0, 12], default 0

linear_attenuation

Linear distance attenuation

Type float in [0, 1], default 0.0

quadratic_attenuation

Quadratic distance attenuation

Type float in [0, 1], default 0.0

shadow_adaptive_threshold

Threshold for Adaptive Sampling (Raytraced shadows)

Type float in [0, 1], default 0.0

shadow_buffer_bias

Shadow buffer sampling bias

Type float in [0.001, 5], default 0.0

shadow_buffer_clip_end

Shadow map clip end beyond which objects will not generate shadows

Type float in [0, 9999], default 0.0

shadow_buffer_clip_start

Shadow map clip start: objects closer will not generate shadows

Type float in [0, 9999], default 0.0

shadow_buffer_samples

Number of shadow buffer samples

Type int in [1, 16], default 0

shadow_buffer_size

Resolution of the shadow buffer, higher values give crisper shadows but use more memory

Type int in [512, 10240], default 0

shadow_buffer_soft

Size of shadow buffer sampling area

Type float in [0, 100], default 0.0

shadow_buffer_type

Type of shadow buffer

Type enum in ['REGULAR', 'HALFWAY', 'IRREGULAR', 'DEEP'], default 'REGULAR'

shadow_color

Color of shadows cast by the lamp

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

shadow_filter_type

Type of shadow filter (Buffer Shadows)

Type enum in ['BOX', 'TENT', 'GAUSS'], default 'BOX'

shadow_method

Method to compute lamp shadow with

Type enum in ['NOSHADOW', 'BUFFER_SHADOW', 'RAY_SHADOW'], default 'NOSHADOW'

shadow_ray_sample_method

Method for generating shadow samples: Adaptive QMC is fastest, Constant QMC is less noisy but slower

Type enum in ['ADAPTIVE_QMC', 'CONSTANT_QMC'], default 'ADAPTIVE_QMC'

shadow_ray_samples

Amount of samples taken extra (samples x samples)

Type int in [1, 64], default 0

shadow_sample_buffers

Number of shadow buffers to render for better AA, this increases memory usage

Type enum in ['BUFFERS_1', 'BUFFERS_4', 'BUFFERS_9'], default 'BUFFERS_1'

shadow_soft_size

Light size for ray shadow sampling (Raytraced shadows)

Type float in [-inf, inf], default 0.0

show_cone

Draw transparent cone in 3D view to visualize which objects are contained in it

Type boolean, default False

spot_blend

The softness of the spotlight edge

Type float in [0, 1], default 0.0

spot_size

Angle of the spotlight beam in degrees

Type float in [0.0174533, 3.14159], default 0.0

use_auto_clip_end

Automatic calculation of clipping-end, based on visible vertices

Type boolean, default False

use_auto_clip_start

Automatic calculation of clipping-start, based on visible vertices

Type boolean, default False

use_halo

Renders spotlight with a volumetric halo (Buffer Shadows)

Type boolean, default False

use_only_shadow

Causes light to cast shadows only without illuminating objects

Type boolean, default False

use_shadow_layer

Causes only objects on the same layer to cast shadows

Type boolean, default False

use_sphere

Sets light intensity to zero beyond lamp distance

Type boolean, default False

use_square

Casts a square spot light shape

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

- `Lamp.active_texture`
- `Lamp.active_texture_index`
- `Lamp.animation_data`
- `Lamp.color`
- `Lamp.use_diffuse`
- `Lamp.distance`
- `Lamp.energy`
- `Lamp.use_own_layer`
- `Lamp.use_negative`
- `Lamp.use_specular`
- `Lamp.texture_slots`
- `Lamp.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.504 StateActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.StateActuator` (*Actuator*)

Actuator to handle states

operation

Select the bit operation on object state mask

Type enum in ['SET', 'ADD', 'REMOVE', 'CHANGE'], default 'SET'

states

Type boolean array of 30 items, default (False, False)

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.505 StretchToConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.StretchToConstraint` (*Constraint*)
Stretches to meet the target object

bulge

Factor between volume variation and stretching

Type float in [0, 100], default 0.0

head_tail

Target along length of bone: Head=0, Tail=1

Type float in [0, 1], default 0.0

keep_axis

Axis to maintain during stretch

Type enum in ['PLANE_X', 'PLANE_Z'], default 'PLANE_X'

rest_length

Length at rest position

Type float in [0, 100], default 0.0

subtarget

Type string, default ""

target

Target Object

Type Object

volume

Maintain the object's volume as it stretches

Type enum in ['VOLUME_XZX', 'VOLUME_X', 'VOLUME_Z', 'NO_VOLUME'], default 'VOLUME_XZX'

Inherited Properties

- bpy_struct.id_data
- Constraint.name
- Constraint.active
- Constraint.mute
- Constraint.is_valid
- Constraint.show_expanded
- Constraint.influence
- Constraint.error_location
- Constraint.owner_space
- Constraint.is_proxy_local
- Constraint.error_rotation
- Constraint.target_space
- Constraint.type

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast
- bpy_struct.values

1.3.506 StringProperty(Property)

base classes — bpy_struct, Property

```

class bpy.types.StringProperty(Property)
    RNA text string property definition

    default
        string default value

        Type string, default "", (readonly)

    length_max
        Maximum length of the string, 0 means unlimited

        Type int in [0, inf], default 0, (readonly)

```

Inherited Properties

- `bpy_struct.id_data`
- `Property.name`
- `Property.srna`
- `Property.description`
- `Property.identifier`
- `Property.is_never_none`
- `Property.is_readonly`
- `Property.is_runtime`
- `Property.is_registered`
- `Property.is_registered_optional`
- `Property.is_required`
- `Property.is_output`
- `Property.subtype`
- `Property.type`
- `Property.unit`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Struct.name_property`

1.3.507 Struct(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Struct` (*bpy_struct*)

RNA structure definition

base

Struct definition this is derived from

Type `Struct`, (readonly)

description

Description of the Struct's purpose

Type string, default "", (readonly)

functions

Type Collection of `Function`, (readonly)

identifier

Unique name used in the code and scripting

Type string, default "", (readonly)

name

Human readable name

Type string, default "", (readonly)

name_property

Property that gives the name of the struct

Type `StringProperty`, (readonly)

nested

Struct in which this struct is always nested, and to which it logically belongs

Type `Struct`, (readonly)

properties

Properties in the struct

Type Collection of `Property`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BlenderRNA.structs`
- `CollectionProperty.fixed_type`
- `PointerProperty.fixed_type`
- `Property.srna`
- `Struct.base`
- `Struct.nested`

1.3.508 StucciTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.StucciTexture` (*Texture*)

Procedural noise texture

noise_basis

Sets the noise basis used for turbulence

Type enum in ['BLENDER_ORIGINAL', 'ORIGINAL_PERLIN', 'IMPROVED_PERLIN', 'VORONOI_F1', 'VORONOI_F2', 'VORONOI_F3', 'VORONOI_F4', 'VORONOI_F2_F1', 'VORONOI_CRACKLE', 'CELL_NOISE'], default 'BLENDER_ORIGINAL'

noise_scale

Sets scaling for noise input

Type float in [0.0001, inf], default 0.0

noise_type

Type enum in ['SOFT_NOISE', 'HARD_NOISE'], default 'SOFT_NOISE'

stucci_type

Type enum in ['PLASTIC', 'WALL_IN', 'WALL_OUT'], default 'PLASTIC'

turbulence

Sets the turbulence of the bandnoise and ringnoise types

Type float in [0.0001, inf], default 0.0

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.509 SubsurfModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.SubsurfModifier` (*Modifier*)

Subdivision surface modifier

levels

Number of subdivisions to perform

Type int in [0, 32767], default 0

render_levels

Number of subdivisions to perform when rendering

Type int in [0, 32767], default 0

show_only_control_edges

Skip drawing/rendering of interior subdivided edges

Type boolean, default False

subdivision_type

Selects type of subdivision algorithm

Type enum in ['CATMULL_CLARK', 'SIMPLE'], default 'CATMULL_CLARK'

use_subsurf_uv

Use subsurf to subdivide UVs

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.510 SunLamp(Lamp)

base classes — `bpy_struct`, `ID`, `Lamp`

class `bpy.types.SunLamp` (*Lamp*)

Constant direction parallel ray lamp

shadow_adaptive_threshold

Threshold for Adaptive Sampling (Raytraced shadows)

Type float in [0, 1], default 0.0

shadow_color

Color of shadows cast by the lamp

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

shadow_method

Method to compute lamp shadow with

Type enum in ['NOSHADOW', 'RAY_SHADOW'], default 'NOSHADOW'

shadow_ray_sample_method

Method for generating shadow samples: Adaptive QMC is fastest, Constant QMC is less noisy but slower

Type enum in ['ADAPTIVE_QMC', 'CONSTANT_QMC'], default 'ADAPTIVE_QMC'

shadow_ray_samples

Amount of samples taken extra (samples x samples)

Type int in [1, 64], default 0

shadow_soft_size

Light size for ray shadow sampling (Raytraced shadows)

Type float in [-inf, inf], default 0.0

sky

Sky related settings for sun lamps

Type `LampSkySettings`, (readonly, never None)

use_only_shadow

Causes light to cast shadows only without illuminating objects

Type boolean, default False

use_shadow_layer

Causes only objects on the same layer to cast shadows

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Lamp.active_texture`
- `Lamp.active_texture_index`

- `Lamp.animation_data`
- `Lamp.color`
- `Lamp.use_diffuse`
- `Lamp.distance`
- `Lamp.energy`
- `Lamp.use_own_layer`
- `Lamp.use_negative`
- `Lamp.use_specular`
- `Lamp.texture_slots`
- `Lamp.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.511 SurfaceCurve(Curve)

base classes — `bpy_struct`, `ID`, `Curve`

class `bpy.types.SurfaceCurve` (*Curve*)
Curve datablock used for storing surfaces

use_uv_as_generated

Uses the UV values as Generated textured coordinates

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`

- ID.tag
- ID.users
- Curve.animation_data
- Curve.use_auto_texspace
- Curve.use_fill_back
- Curve.bevel_depth
- Curve.bevel_object
- Curve.bevel_resolution
- Curve.use_deform_bounds
- Curve.dimensions
- Curve.show_handles
- Curve.show_normal_face
- Curve.eval_time
- Curve.extrude
- Curve.use_fill_deform
- Curve.use_path_follow
- Curve.use_fill_front
- Curve.materials
- Curve.offset
- Curve.use_time_offset
- Curve.use_path
- Curve.path_duration
- Curve.use_radius
- Curve.render_resolution_u
- Curve.render_resolution_v
- Curve.resolution_u
- Curve.resolution_v
- Curve.shape_keys
- Curve.splines
- Curve.use_stretch
- Curve.taper_object
- Curve.texspace_location
- Curve.texspace_size
- Curve.twist_mode
- Curve.twist_smooth
- Curve.use_uv_as_generated

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.512 SurfaceModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.SurfaceModifier` (*Modifier*)

Surface modifier defining modifier stack position used for surface fields

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.513 TexMapping(bpy_struct)

base class — `bpy_struct`

class `bpy.types.TexMapping` (*bpy_struct*)

Mapping settings

location

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

max

Maximum value for clipping

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

min

Minimum value for clipping

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

rotation

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

scale

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

use_max

Whether to use maximum clipping value

Type boolean, default False

use_min

Whether to use minimum clipping value

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.514 Text(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Text` (*ID*)

Text datablock referencing an external or packed text file

current_character

Index of current character in current line, and also start index of character in selection if one exists

Type `int` in `[0, inf]`, default `0`, (readonly)

current_line

Current line, and start line of selection if one exists

Type `TextLine`, (readonly, never `None`)

filepath

Filename of the text file

Type `string`, default `""`

is_dirty

Text file has been edited since last save

Type `boolean`, default `False`, (readonly)

is_in_memory

Text file is in memory, without a corresponding file on disk

Type `boolean`, default `False`, (readonly)

is_modified

Text file on disk is different than the one in memory

Type `boolean`, default `False`, (readonly)

lines

Lines of text

Type Collection of `TextLine`, (readonly)

markers

Text markers highlighting part of the text

Type Collection of `TextMarker`, (readonly)

select_end_character

Index of character after end of selection in the selection end line

Type `int` in `[0, inf]`, default `0`, (readonly)

select_end_line

End line of selection

Type `TextLine`, (readonly, never `None`)

use_module

Register this text as a module on loading, Text name must end with `".py"`

Type `boolean`, default `False`

use_tabs_as_spaces

Automatically converts all new tabs into spaces

Type `boolean`, default `False`

users_logic

Logic bricks that use this text (readonly)

clear()

clear the text block.

write(text)

write text at the cursor location and advance to the end of the text block.

Parameters

- **text** (*string*) – New text for this datablock.

static as_string(self)

Return the text as a string.

from_string(string)

Replace text with this string.

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.texts`

- `Filter2DActuator.gls_l_shader`
- `MainTexts.load`
- `MainTexts.new`
- `MainTexts.remove`
- `PythonConstraint.text`
- `PythonController.text`
- `SceneGameData.dome_text`
- `SpaceTextEditor.text`

1.3.515 `TextBox(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.TextBox` (*bpy_struct*)
Text bounding box for layout

height

Type float in [0, 50], default 0.0

width

Type float in [0, 50], default 0.0

x

Type float in [-50, 50], default 0.0

y

Type float in [-50, 50], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `TextCurve.text_boxes`

1.3.516 TextCharacterFormat(bpy_struct)

base class — `bpy_struct`

class `bpy.types.TextCharacterFormat` (*bpy_struct*)
Text character formatting settings

use_bold

Type boolean, default False

use_italic

Type boolean, default False

use_small_caps

Type boolean, default False

use_underline

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `TextCurve.body_format`
- `TextCurve.edit_format`

1.3.517 TextCurve(Curve)

base classes — `bpy_struct`, `ID`, `Curve`

class `bpy.types.TextCurve` (*Curve*)

Curve datablock used for storing text

active_textbox

Type `int` in `[-inf, inf]`, default `0`

align

Text align from the object center

Type `enum` in `['LEFT', 'CENTRAL', 'RIGHT', 'JUSTIFY', 'FLUSH']`, default `'LEFT'`

body

contents of this text object

Type `string`, default `""`

body_format

Stores the style of each character

Type Collection of `TextCharacterFormat`, (readonly)

edit_format

Editing settings character formatting

Type `TextCharacterFormat`, (readonly)

family

Use Blender Objects as font characters. Give font objects a common name followed by the character it represents, eg. `familya`, `familyb` etc, and turn on Verts Duplication

Type `string`, default `""`

follow_curve

Curve deforming text object

Type `Object`

font

Type `VectorFont`

font_bold

Type `VectorFont`

font_bold_italic

Type `VectorFont`

font_italic

Type `VectorFont`

offset_x

Horizontal offset from the object origin

Type `float` in `[-50, 50]`, default `0.0`

offset_y

Vertical offset from the object origin

Type `float` in `[-50, 50]`, default `0.0`

shear

Italic angle of the characters

Type float in [-1, 1], default 0.0

size

Type float in [0.0001, 10000], default 0.0

small_caps_scale

Scale of small capitals

Type float in [-inf, inf], default 0.0

space_character

Type float in [0, 10], default 0.0

space_line

Type float in [0, 10], default 0.0

space_word

Type float in [0, 10], default 0.0

text_boxes

Type Collection of `TextBox`, (readonly)

underline_height

Type float in [-0.2, 0.8], default 0.0

underline_position

Vertical position of underline

Type float in [-0.2, 0.8], default 0.0

use_fast_edit

Don't fill polygons while editing

Type boolean, default False

use_uv_as_generated

Uses the UV values as Generated textured coordinates

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Curve.animation_data`
- `Curve.use_auto_texspace`
- `Curve.use_fill_back`
- `Curve.bevel_depth`
- `Curve.bevel_object`
- `Curve.bevel_resolution`

- `Curve.use_deform_bounds`
- `Curve.dimensions`
- `Curve.show_handles`
- `Curve.show_normal_face`
- `Curve.eval_time`
- `Curve.extrude`
- `Curve.use_fill_deform`
- `Curve.use_path_follow`
- `Curve.use_fill_front`
- `Curve.materials`
- `Curve.offset`
- `Curve.use_time_offset`
- `Curve.use_path`
- `Curve.path_duration`
- `Curve.use_radius`
- `Curve.render_resolution_u`
- `Curve.render_resolution_v`
- `Curve.resolution_u`
- `Curve.resolution_v`
- `Curve.shape_keys`
- `Curve.splines`
- `Curve.use_stretch`
- `Curve.taper_object`
- `Curve.texspace_location`
- `Curve.texspace_size`
- `Curve.twist_mode`
- `Curve.twist_smooth`
- `Curve.use_uv_as_generated`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.518 TextLine(bpy_struct)

base class — `bpy_struct`

class `bpy.types.TextLine` (*bpy_struct*)

Line of text in a Text datablock

body

Text in the line

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Text.current_line`
- `Text.lines`
- `Text.select_end_line`

1.3.519 TextMarker(bpy_struct)

base class — `bpy_struct`

class `bpy.types.TextMarker` (*bpy_struct*)

Marker highlighting a portion of text in a Text datablock

character_index_end

Start position of the marker in the line

Type int in [0, inf], default 0, (readonly)

character_index_start

Start position of the marker in the line

Type int in [0, inf], default 0, (readonly)

color

Color to display the marker with

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

group

Type int in [0, 65535], default 0, (readonly)

is_temporary

Marker is temporary

Type boolean, default False, (readonly)

line

Line in which the marker is located

Type int in [0, inf], default 0, (readonly)

use_edit_all

Edit all markers of the same group as one

Type boolean, default False, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Text.markers`

1.3.520 Texture(ID)

base classes — `bpy_struct`, `ID`

subclasses — `ImageTexture`, `MarbleTexture`, `EnvironmentMapTexture`, `PointDensityTexture`, `VoxelDataTexture`, `BlendTexture`, `MusgraveTexture`, `StucciTexture`, `VoronoiTexture`, `MagicTexture`, `NoiseTexture`, `PluginTexture`, `WoodTexture`, `CloudsTexture`, `DistortedNoiseTexture`

class `bpy.types.Texture` (*ID*)

Texture datablock used by materials, lamps, worlds and brushes

animation_data

Animation data for this datablock

Type `AnimData`, (readonly)

color_ramp

Type `ColorRamp`, (readonly)

contrast

Type float in [0.01, 5], default 0.0

factor_blue

Type float in [0, 2], default 0.0

factor_green

Type float in [0, 2], default 0.0

factor_red

Type float in [0, 2], default 0.0

intensity

Type float in [0, 2], default 0.0

node_tree

Node tree for node-based textures

Type `NodeTree`, (readonly)

saturation

Type float in [0, 2], default 0.0

type

Type enum in ['NONE', 'BLEND', 'CLOUDS', 'DISTORTED_NOISE', 'ENVIRONMENT_MAP', 'IMAGE', 'MAGIC', 'MARBLE', 'MUSGRAVE', 'NOISE', 'POINT_DENSITY', 'STUCCI', 'VORONOI', 'VOXEL_DATA', 'WOOD'], default 'NONE'

use_color_ramp

Toggle color ramp operations

Type boolean, default False

use_nodes

Make this a node-based texture

Type boolean, default False

use_preview_alpha

Show Alpha in Preview Render

Type boolean, default False**users_material**

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.textures`
- `Brush.texture`
- `CompositorNodeTexture.texture`
- `DisplaceModifier.texture`
- `FieldSettings.texture`
- `Lamp.active_texture`
- `MainTextures.new`

- `MainTextures.remove`
- `Material.active_texture`
- `ShaderNodeTexture.texture`
- `TextureNodeTexture.texture`
- `TextureSlot.texture`
- `WaveModifier.texture`
- `World.active_texture`

1.3.521 TextureNode(Node)

base classes — `bpy_struct`, `Node`

subclasses — `TextureNodeScale`, `TextureNodeRGBToBW`, `TextureNodeTranslate`,
`TextureNodeTexture`, `TextureNodeCompose`, `TextureNodeValToNor`,
`TextureNodeHueSaturation`, `TextureNodeImage`, `TextureNodeBricks`,
`TextureNodeCurveTime`, `TextureNodeInvert`, `TextureNodeCurveRGB`, `TextureNodeDistance`,
`TextureNodeDecompose`, `TextureNodeRotate`, `TextureNodeMixRGB`, `TextureNodeChecker`,
`TextureNodeOutput`, `TextureNodeCoordinates`, `TextureNodeValToRGB`, `TextureNodeMath`,
`TextureNodeViewer`

class `bpy.types.TextureNode` (*Node*)

type

Type enum in ['OUTPUT', 'CHECKER', 'TEXTURE', 'BRICKS', 'MATH', 'MIX_RGB',
'RGBTOBW', 'VALTORGB', 'IMAGE', 'CURVE_RGB', 'INVERT', 'HUE_SAT',
'CURVE_TIME', 'ROTATE', 'VIEWER', 'TRANSLATE', 'COORD', 'DISTANCE',
'COMPOSE', 'DECOMPOSE', 'VALTONOR', 'SCALE', 'SCRIPT', 'GROUP'], default
'OUTPUT', (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.522 TextureNodeBricks(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeBricks` (*TextureNode*)

offset

Type float in [0, 1], default 0.0

offset_frequency

Offset every N rows

Type int in [2, 99], default 0

squash

Type float in [0, 99], default 0.0

squash_frequency

Squash every N rows

Type int in [2, 99], default 0

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.523 TextureNodeChecker(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeChecker` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.524 TextureNodeCompose(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeCompose` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`

- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.525 TextureNodeCoordinates(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeCoordinates` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.526 TextureNodeCurveRGB(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeCurveRGB` (*TextureNode*)

mapping

Type `CurveMapping`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.527 TextureNodeCurveTime(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeCurveTime` (*TextureNode*)

curve

Type `CurveMapping`, (readonly)

frame_end

Type `int` in `[-32768, 32767]`, default `0`

frame_start

Type `int` in `[-32768, 32767]`, default `0`

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.528 `TextureNodeDecompose(TextureNode)`

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeDecompose` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.529 TextureNodeDistance(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeDistance` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

1.3.530 TextureNodeHueSaturation(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeHueSaturation` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.531 TextureNodeImage(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeImage` (*TextureNode*)

image

Type `Image`

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`

- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.532 TextureNodeInvert(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeInvert` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.533 TextureNodeMath(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeMath` (*TextureNode*)

operation

Type enum in ['ADD', 'SUBTRACT', 'MULTIPLY', 'DIVIDE', 'SINE', 'COSINE', 'TANGENT', 'ARCSINE', 'ARCCOSINE', 'ARCTANGENT', 'POWER', 'LOGARITHM', 'MINIMUM', 'MAXIMUM', 'ROUND', 'LESS_THAN', 'GREATER_THAN'], default 'ADD'

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.534 TextureNodeMixRGB(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeMixRGB` (*TextureNode*)

blend_type

Type enum in ['MIX', 'ADD', 'SUBTRACT', 'MULTIPLY', 'SCREEN', 'OVERLAY', 'DIVIDE', 'DIFFERENCE', 'DARKEN', 'LIGHTEN', 'DODGE', 'BURN', 'COLOR', 'VALUE', 'SATURATION', 'HUE', 'SOFT_LIGHT', 'LINEAR_LIGHT'], default 'MIX'

use_alpha

Include alpha of second input in this operation

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.535 TextureNodeOutput(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeOutput` (*TextureNode*)

filepath

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.536 TextureNodeRGBToBW(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeRGBToBW` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`

- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.537 TextureNodeRotate(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeRotate` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.538 TextureNodeScale(TextureNode)

base classes — bpy_struct, Node, TextureNode

class bpy.types.**TextureNodeScale** (*TextureNode*)

Inherited Properties

- bpy_struct.id_data
- Node.name
- Node.inputs
- Node.location
- Node.outputs
- TextureNode.type

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast
- bpy_struct.values

1.3.539 TextureNodeTexture(TextureNode)

base classes — bpy_struct, Node, TextureNode

class bpy.types.**TextureNodeTexture** (*TextureNode*)

node_output

For node-based textures, which output node to use

Type int in [-32768, 32767], default 0

texture

Type Texture

Inherited Properties

- bpy_struct.id_data

- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.540 TextureNodeTranslate(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeTranslate` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.541 TextureNodeTree(NodeTree)

base classes — `bpy_struct`, `ID`, `NodeTree`

class `bpy.types.TextureNodeTree` (*NodeTree*)
Node tree consisting of linked nodes used for textures

nodes

Type `TextureNodes` collection of `Node`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `NodeTree.animation_data`
- `NodeTree.grease_pencil`
- `NodeTree.links`
- `NodeTree.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`

- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.542 TextureNodeValToNor(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeValToNor` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.543 TextureNodeValToRGB(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeValToRGB` (*TextureNode*)

color_ramp

Type `ColorRamp`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.544 TextureNodeViewer(TextureNode)

base classes — `bpy_struct`, `Node`, `TextureNode`

class `bpy.types.TextureNodeViewer` (*TextureNode*)

Inherited Properties

- `bpy_struct.id_data`
- `Node.name`
- `Node.inputs`
- `Node.location`
- `Node.outputs`
- `TextureNode.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.545 TextureNodes(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.TextureNodes` (*bpy_struct*)

Collection of Texture Nodes

new (*type*, *group=None*)

Add a node to this node tree.

Parameters

- **type** (*enum in ['OUTPUT', 'CHECKER', 'TEXTURE', 'BRICKS', 'MATH', 'MIX_RGB', 'RGBTOBW', 'VALTORGB', 'IMAGE', 'CURVE_RGB', 'INVERT', 'HUE_SAT', 'CURVE_TIME', 'ROTATE', 'VIEWER', 'TRANSLATE', 'COORD', 'DISTANCE', 'COMPOSE', 'DECOMPOSE', 'VALTONOR', 'SCALE', 'SCRIPT', 'GROUP']*) – Type, Type of node to add
- **group** (`NodeTree`, (optional)) – The group tree

Returns New node.

Return type `Node`

remove (*node*)

remove a node from this node tree.

Parameters

- **node** (`Node`) – The node to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

References

- `TextureNodeTree.nodes`

1.3.546 TextureSlot(bpy_struct)

base class — `bpy_struct`

subclasses — `MaterialTextureSlot`, `LampTextureSlot`, `BrushTextureSlot`, `WorldTextureSlot`

class `bpy.types.TextureSlot` (*bpy_struct*)

Texture slot defining the mapping and influence of a texture

blend_type

Type enum in ['MIX', 'ADD', 'SUBTRACT', 'MULTIPLY', 'SCREEN', 'OVERLAY', 'DIFFERENCE', 'DIVIDE', 'DARKEN', 'LIGHTEN', 'HUE', 'SATURATION', 'VALUE', 'COLOR', 'SOFT_LIGHT', 'LINEAR_LIGHT'], default 'MIX'

color

The default color for textures that don't return RGB or when RGB to intensity is enabled

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

default_value

Value to use for Ref, Spec, Amb, Emit, Alpha, RayMir, TransLu and Hard

Type float in [-inf, inf], default 0.0

invert

Inverts the values of the texture to reverse its effect

Type boolean, default False

name

Texture slot name

Type string, default "", (readonly)

offset

Fine tunes texture mapping X, Y and Z locations

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

output_node

Which output node to use, for node-based textures

Type enum in ['DUMMY'], default 'DUMMY'

scale

Sets scaling for the texture's X, Y and Z sizes

Type float array of 3 items in $[-\text{inf}, \text{inf}]$, default (0.0, 0.0, 0.0)

texture

Texture datablock used by this texture slot

Type `Texture`

use_rgb_to_intensity

Converts texture RGB values to intensity (gray) values

Type boolean, default False

use_stencil

Use this texture as a blending value on the next texture

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UILayout.template_preview`

1.3.547 Theme(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Theme` (`bpy_struct`)

Theme settings defining draw style and colors in the user interface

bone_color_sets

Type Collection of `ThemeBoneColorSet`, (readonly, never None)

console

Type `ThemeConsole`, (readonly, never None)

dopesheet_editor

Type `ThemeDopeSheet`, (readonly, never None)

file_browser

Type `ThemeFileBrowser`, (readonly, never None)

graph_editor

Type `ThemeGraphEditor`, (readonly, never None)

image_editor

Type `ThemeImageEditor`, (readonly, never None)

info

Type `ThemeInfo`, (readonly, never None)

logic_editor

Type `ThemeLogicEditor`, (readonly, never None)

name

Name of the theme

Type string, default ""

nla_editor

Type `ThemeNLAEditor`, (readonly, never None)

node_editor

Type `ThemeNodeEditor`, (readonly, never None)

outliner

Type `ThemeOutliner`, (readonly, never None)

properties

Type `ThemeProperties`, (readonly, never None)

sequence_editor

Type `ThemeSequenceEditor`, (readonly, never None)

text_editor

Type `ThemeTextEditor`, (readonly, never None)

theme_area

Type enum in ['USER_INTERFACE', 'VIEW_3D', 'TIMELINE', 'GRAPH_EDITOR', 'DOPESHEET_EDITOR', 'NLA_EDITOR', 'IMAGE_EDITOR', 'SEQUENCE_EDITOR', 'TEXT_EDITOR', 'NODE_EDITOR', 'LOGIC_EDITOR', 'PROPERTIES', 'OUTLINER', 'USER_PREFERENCES', 'INFO', 'FILE_BROWSER', 'CONSOLE'], default 'USER_INTERFACE'

timeline

Type `ThemeTimeline`, (readonly, never None)

user_interface

Type `ThemeUserInterface`, (readonly, never None)

user_preferences

Type `ThemeUserPreferences`, (readonly, never None)

view_3d

Type `ThemeView3D`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UserPreferences.themes`

1.3.548 ThemeAudioWindow(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeAudioWindow` (*`bpy_struct`*)

Theme settings for the Audio Window

back

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

frame_current

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

grid

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

window_sliders

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.549 ThemeBoneColorSet(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeBoneColorSet` (*bpy_struct*)

Theme settings for bone color sets

active

Color used for active bones

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

normal

Color used for the surface of bones

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

select

Color used for selected bones

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

show_colored_constraints

Allow the use of colors indicating constraints/keyed status

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `BoneGroup.colors`
- `Theme.bone_color_sets`

1.3.550 ThemeConsole(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeConsole` (*`bpy_struct`*)

Theme settings for the Console

back

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button_text

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button_text_hi

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button_title

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

cursor

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

header

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

header_text

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

header_text_hi

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

line_error

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

line_info

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

line_input

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

line_output

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.console`

1.3.551 ThemeDopeSheet(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeDopeSheet` (*`bpy_struct`*)

Theme settings for the DopeSheet

active_channels_group

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

channel_group

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

channels

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

channels_selected

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

dopesheet_channel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

dopesheet_subchannel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

frame_current

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

grid

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

long_key

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

long_key_selected

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

value_sliders

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

view_sliders

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.dopesheet_editor`

1.3.552 ThemeFileBrowser(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeFileBrowser` (*bpy_struct*)

Theme settings for the File Browser

active_file

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

active_file_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

scroll_handle

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

scrollbar

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

selected_file

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

tiles

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.file_browser`

1.3.553 ThemeFontStyle(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeFontStyle` (*bpy_struct*)
Theme settings for Font

font_kerning_style

Which style to use for font kerning

Type enum in ['UNFITTED', 'DEFAULT'], default 'UNFITTED'

points

Type int in [6, 48], default 0

shadow

Shadow size in pixels (0, 3 and 5 supported)

Type int in [0, 5], default 0

shadow_offset_x

Shadow offset in pixels

Type int in [-10, 10], default 0

shadow_offset_y

Shadow offset in pixels

Type int in [-10, 10], default 0

shadowalpha

Type float in [0, 1], default 0.0

shadowcolor

Shadow color in grey value

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ThemeStyle.group_label`
- `ThemeStyle.panel_title`
- `ThemeStyle.widget`
- `ThemeStyle.widget_label`

1.3.554 ThemeGraphEditor(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeGraphEditor` (*bpy_struct*)

Theme settings for the graph editor

active_channels_group

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

channel_group

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

channels_region

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

dopesheet_channel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

dopesheet_subchannel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

frame_current

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

grid

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_align

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_auto

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_free

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_sel_align

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_sel_auto

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_sel_free

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_sel_vect

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_vect

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_vertex

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_vertex_select

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_vertex_size

Type int in [0, 255], default 0

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

lastsel_point

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

panel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex_select

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex_size

Type int in [1, 10], default 0

window_sliders

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.graph_editor`

1.3.55 ThemeImageEditor(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeImageEditor` (*bpy_struct*)

Theme settings for the Image Editor

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

editmesh_active

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

face

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

face_dot

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

face_select

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

facedot_size

Type int in [1, 10], default 0

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

scope_back

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex_select

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex_size

Type int in [1, 10], default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.image_editor`

1.3.556 ThemeInfo(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeInfo` (*bpy_struct*)

Theme settings for Info

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.info`

1.3.557 ThemeLogicEditor(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeLogicEditor` (*bpy_struct*)

Theme settings for the Logic Editor

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

panel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.logic_editor`

1.3.558 ThemeNLAEditor(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeNLAEditor` (*bpy_struct*)

Theme settings for the NLA Editor

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

bars

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

bars_selected

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

frame_current

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

grid

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

strips

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

strips_selected

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

view_sliders

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.nla_editor`

1.3.559 ThemeNodeEditor(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeNodeEditor` (*bpy_struct*)

Theme settings for the Node Editor

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

converter_node

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

group_node

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

in_out_node

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

list_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

node_backdrop

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

operator_node

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

selected_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

wire

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

wire_select

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.node_editor`

1.3.560 ThemeOutliner(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeOutliner` (*bpy_struct*)

Theme settings for the Outliner

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.outliner`

1.3.561 ThemeProperties(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeProperties` (*bpy_struct*)

Theme settings for the Properties

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

panel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`

- `bpy_struct.values`

References

- `Theme.properties`

1.3.562 ThemeSequenceEditor(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeSequenceEditor` (*`bpy_struct`*)

Theme settings for the Sequence Editor

audio_strip

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

back

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button_text

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button_text_hi

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

button_title

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

draw_action

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

effect_strip

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

frame_current

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

grid

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

header

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

header_text

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

header_text_hi

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

image_strip

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

keyframe

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

meta_strip

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

movie_strip

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

plugin_strip

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

scene_strip

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

transition_strip

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

window_sliders

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.sequence_editor`

1.3.563 ThemeStyle(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeStyle` (*bpy_struct*)

Theme settings for style sets

group_label

Type `ThemeFontStyle`, (readonly, never None)

panel_title

Type `ThemeFontStyle`, (readonly, never None)

panelzoom

Default zoom level for panel areas

Type float in [0.5, 2], default 0.0

widget

Type `ThemeFontStyle`, (readonly, never None)

widget_label

Type `ThemeFontStyle`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UserPreferences.ui_styles`

1.3.564 ThemeTextEditor(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeTextEditor` (*bpy_struct*)

Theme settings for the Text Editor

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

cursor

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

line_numbers_background

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

scroll_bar

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

selected_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

syntax_builtin

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

syntax_comment

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

syntax_numbers

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

syntax_special

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

syntax_string

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.text_editor`

1.3.565 ThemeTimeline(*bpy_struct*)

base class — *bpy_struct*

class *bpy.types.ThemeTimeline* (*bpy_struct*)

Theme settings for the Timeline

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

frame_current

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

grid

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- *bpy_struct.id_data*

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.timeline`

1.3.566 ThemeUserInterface(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeUserInterface` (*`bpy_struct`*)

Theme settings for user interface elements

icon_file

Type string, default ""

wcol_box

Type `ThemeWidgetColors`, (readonly, never None)

wcol_list_item

Type `ThemeWidgetColors`, (readonly, never None)

wcol_menu

Type `ThemeWidgetColors`, (readonly, never None)

wcol_menu_back

Type `ThemeWidgetColors`, (readonly, never None)

wcol_menu_item

Type `ThemeWidgetColors`, (readonly, never None)

wcol_num

Type `ThemeWidgetColors`, (readonly, never None)

wcol_numslider

Type `ThemeWidgetColors`, (readonly, never None)

wcol_option

Type `ThemeWidgetColors`, (readonly, never None)

wcol_progress

Type `ThemeWidgetColors`, (readonly, never None)

wcol_pulldown

Type `ThemeWidgetColors`, (readonly, never None)

wcol_radio

Type `ThemeWidgetColors`, (readonly, never None)

wcol_regular

Type `ThemeWidgetColors`, (readonly, never None)

wcol_scroll

Type `ThemeWidgetColors`, (readonly, never None)

wcol_state

Type `ThemeWidgetStateColors`, (readonly, never None)

wcol_text

Type `ThemeWidgetColors`, (readonly, never None)

wcol_toggle

Type `ThemeWidgetColors`, (readonly, never None)

wcol_tool

Type `ThemeWidgetColors`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.user_interface`

1.3.567 ThemeUserPreferences(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeUserPreferences` (*bpy_struct*)

Theme settings for the User Preferences

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.user_preferences`

1.3.568 ThemeView3D(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeView3D` (*bpy_struct*)

Theme settings for the 3D View

act_spline

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

back

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

bone_pose

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

bone_solid

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

button_title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

edge_crease

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

edge_facesel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

edge_seam

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

edge_select

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

edge_sharp

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

editmesh_active

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

face

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

face_dot

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

face_select

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

facedot_size

Type int in [1, 10], default 0

frame_current

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

grid

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_align

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_auto

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_free

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_sel_align

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_sel_auto

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_sel_free

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_sel_vect

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_vect

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

header_text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

lamp

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

lastsel_point

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

normal

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

nurb_sel_uline

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

nurb_sel_vline

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

nurb_uline

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

nurb_vline

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

object_active

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

object_grouped

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

object_grouped_active

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

object_selected

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

panel

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_hi

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

title

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

transform

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex_normal

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex_select

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

vertex_size

Type int in [1, 10], default 0

wire

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Theme.view_3d`

1.3.569 ThemeWidgetColors(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeWidgetColors` (*bpy_struct*)

Theme settings for widget color sets

inner

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

inner_sel

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

item

Type float array of 4 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0)

outline

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

shadedown

Type int in [-100, 100], default 0

shadetop

Type int in [-100, 100], default 0

show_shaded

Type boolean, default False

text

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

text_sel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`

- `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.type_recast`
- `bpy_struct.values`

References

- `ThemeUserInterface.wcol_box`
- `ThemeUserInterface.wcol_list_item`
- `ThemeUserInterface.wcol_menu`
- `ThemeUserInterface.wcol_menu_back`
- `ThemeUserInterface.wcol_menu_item`
- `ThemeUserInterface.wcol_num`
- `ThemeUserInterface.wcol_numslider`
- `ThemeUserInterface.wcol_option`
- `ThemeUserInterface.wcol_progress`
- `ThemeUserInterface.wcol_pulldown`
- `ThemeUserInterface.wcol_radio`
- `ThemeUserInterface.wcol_regular`
- `ThemeUserInterface.wcol_scroll`
- `ThemeUserInterface.wcol_text`
- `ThemeUserInterface.wcol_toggle`
- `ThemeUserInterface.wcol_tool`

1.3.570 ThemeWidgetStateColors(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ThemeWidgetStateColors` (*bpy_struct*)

Theme settings for widget state colors

blend

Type float in [0, 1], default 0.0

inner_anim

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

inner_anim_sel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

inner_driven

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

inner_driven_sel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

inner_key

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

inner_key_sel

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ThemeUserInterface.wcol_state`

1.3.571 TimelineMarker(bpy_struct)

base class — `bpy_struct`

class `bpy.types.TimelineMarker` (*bpy_struct*)

Marker for noting points in the timeline

camera

Camera this timeline sets to active

Type `Object`

frame

The frame on which the timeline marker appears

Type `int` in [-inf, inf], default 0

name

Type `string`, default ""

select

Marker selection state

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Action.pose_markers`
- `ActionPoseMarkers.new`
- `ActionPoseMarkers.remove`
- `Scene.timeline_markers`
- `TimelineMarkers.new`
- `TimelineMarkers.remove`

1.3.572 TimelineMarkers(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.TimelineMarkers` (*bpy_struct*)

Collection of timeline markers

new (*name*)

Add a keyframe to the curve.

Parameters

- **name** (*string*) – New name for the marker (not unique).

Returns Newly created timeline marker

Return type `TimelineMarker`

remove (*marker*)

Remove a timeline marker.

Parameters

- **marker** (`TimelineMarker`, (never None)) – Timeline marker to remove.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.timeline_markers`

1.3.573 ToolSettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.ToolSettings` (*bpy_struct*)

auto_keying_mode

Mode of automatic keyframe insertion for Objects and Bones

Type enum in [`'ADD_REPLACE_KEYS'`, `'REPLACE_KEYS'`], default `'ADD_REPLACE_KEYS'`

edge_path_mode

The edge flag to tag when selecting the shortest path

Type enum in [`'SELECT'`, `'SEAM'`, `'SHARP'`, `'CREASE'`, `'BEVEL'`], default `'SELECT'`

etch_adaptive_limit

Number of bones in the subdivided stroke

Type float in [1e-05, 1], default 0.0

etch_convert_mode

Method used to convert stroke to bones

Type enum in ['FIXED', 'LENGTH', 'ADAPTIVE', 'RETARGET'], default 'FIXED'

etch_length_limit

Number of bones in the subdivided stroke

Type float in [1e-05, 100000], default 0.0

etch_number

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Type string, default ""

etch_roll_mode

Method used to adjust the roll of bones when retargeting

Type enum in ['NONE', 'VIEW', 'JOINT'], default 'NONE'

etch_side

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Type string, default ""

etch_subdivision_number

Number of bones in the subdivided stroke

Type int in [1, 255], default 0

etch_template

Template armature that will be retargeted to the stroke

Type `Object`

image_paint

Type `ImagePaint`, (readonly)

mesh_select_mode

Which mesh elements selection works on

Type boolean array of 3 items, default (False, False, False)

normal_size

Display size for normals in the 3D view

Type float in [1e-05, 1000], default 0.0

particle_edit

Type `ParticleEdit`, (readonly)

proportional_edit

Proportional editing mode

Type enum in ['DISABLED', 'ENABLED', 'CONNECTED'], default 'DISABLED'

proportional_edit_falloff

Falloff type for proportional editing mode

Type enum in ['SMOOTH', 'SPHERE', 'ROOT', 'SHARP', 'LINEAR', 'CONSTANT', 'RANDOM'], default 'SMOOTH'

sculpt

Type `Sculpt`, (readonly)

sculpt_paint_use_unified_size

Instead of per brush radius, the radius is shared across brushes

Type boolean, default False

sculpt_paint_use_unified_strength

Instead of per brush strength, the strength is shared across brushes

Type boolean, default False

show_uv_local_view

Draw only faces with the currently displayed image assigned

Type boolean, default False

snap_element

Type of element to snap to

Type enum in ['INCREMENT', 'VERTEX', 'EDGE', 'FACE', 'VOLUME'], default 'INCREMENT'

snap_target

Which part to snap onto the target

Type enum in ['CLOSEST', 'CENTER', 'MEDIAN', 'ACTIVE'], default 'CLOSEST'

use_auto_normalize

Ensure all bone-deforming vertex groups add up to 1.0 while weight painting

Type boolean, default False

use_bone_sketching

DOC BROKEN

Type boolean, default False

use_etch_autoname

DOC BROKEN

Type boolean, default False

use_etch_overdraw

DOC BROKEN

Type boolean, default False

use_etch_quick

DOC BROKEN

Type boolean, default False

use_keyframe_insert_auto

Automatic keyframe insertion for Objects and Bones

Type boolean, default False

use_mesh_automerge

Automatically merge vertices moved to the same location

Type boolean, default False

use_proportional_edit_objects

Proportional editing object mode

Type boolean, default False

use_record_with_nla

Add a new NLA Track + Strip for every loop/pass made over the animation to allow non-destructive tweaking

Type boolean, default False

use_snap

Snap during transform

Type boolean, default False

use_snap_align_rotation

Align rotation with the snapping target

Type boolean, default False

use_snap_peel_object

Consider objects as whole when finding volume center

Type boolean, default False

use_snap_project

Project individual elements on the surface of other objects

Type boolean, default False

use_uv_select_sync

Keep UV and edit mode mesh selection in sync

Type boolean, default False

uv_select_mode

UV selection and display mode

Type enum in ['VERTEX', 'EDGE', 'FACE', 'ISLAND'], default 'VERTEX'

vertex_group_weight

Weight to assign in vertex groups

Type float in [0, 1], default 0.0

vertex_paint

Type `VertexPaint`, (readonly)

weight_paint

Type `VertexPaint`, (readonly)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`

- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Context.tool_settings`
- `Scene.tool_settings`

1.3.574 TouchSensor(Sensor)

base classes — `bpy_struct`, `Sensor`

class `bpy.types.TouchSensor` (*Sensor*)
Sensor to detect objects colliding with the current object

material

Only look for objects with this material

Type `Material`

Inherited Properties

- `bpy_struct.id_data`
- `Sensor.name`
- `Sensor.show_expanded`
- `Sensor.frequency`
- `Sensor.invert`
- `Sensor.use_level`
- `Sensor.pin`
- `Sensor.use_pulse_false_level`
- `Sensor.use_pulse_true_level`
- `Sensor.use_tap`
- `Sensor.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sensor.link`
- `Sensor.unlink`

1.3.575 TrackToConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.TrackToConstraint` (*Constraint*)

Aims the constrained object toward the target

head_tail

Target along length of bone: Head=0, Tail=1

Type float in [0, 1], default 0.0

subtarget

Type string, default ""

target

Target Object

Type `Object`

track_axis

Axis that points to the target object

Type enum in ['TRACK_X', 'TRACK_Y', 'TRACK_Z', 'TRACK_NEGATIVE_X', 'TRACK_NEGATIVE_Y', 'TRACK_NEGATIVE_Z'], default 'TRACK_X'

up_axis

Axis that points upward

Type enum in ['UP_X', 'UP_Y', 'UP_Z'], default 'UP_X'

use_target_z

Target's Z axis, not World Z axis, will constraint the Up direction

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`

- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.576 TransformConstraint(Constraint)

base classes — `bpy_struct`, `Constraint`

class `bpy.types.TransformConstraint` (*Constraint*)

Maps transformations of the target to the object

from_max_x

Top range of X axis source motion

Type float in [-inf, inf], default 0.0

from_max_y

Top range of Y axis source motion

Type float in [-inf, inf], default 0.0

from_max_z

Top range of Z axis source motion

Type float in [-inf, inf], default 0.0

from_min_x

Bottom range of X axis source motion

Type float in [-inf, inf], default 0.0

from_min_y

Bottom range of Y axis source motion

Type float in [-inf, inf], default 0.0

from_min_z

Bottom range of Z axis source motion

Type float in [-inf, inf], default 0.0

map_from

The transformation type to use from the target

Type enum in ['LOCATION', 'ROTATION', 'SCALE'], default 'LOCATION'

map_to

The transformation type to affect of the constrained object

Type enum in ['LOCATION', 'ROTATION', 'SCALE'], default 'LOCATION'

map_to_x_from

The source axis constrained object's X axis uses

Type enum in ['X', 'Y', 'Z'], default 'X'

map_to_y_from

The source axis constrained object's Y axis uses

Type enum in ['X', 'Y', 'Z'], default 'X'

map_to_z_from

The source axis constrained object's Z axis uses

Type enum in ['X', 'Y', 'Z'], default 'X'

subtarget

Type string, default ""

target

Target Object

Type `Object`

to_max_x

Top range of X axis destination motion

Type float in [-inf, inf], default 0.0

to_max_y

Top range of Y axis destination motion

Type float in [-inf, inf], default 0.0

to_max_z

Top range of Z axis destination motion

Type float in [-inf, inf], default 0.0

to_min_x

Bottom range of X axis destination motion

Type float in [-inf, inf], default 0.0

to_min_y

Bottom range of Y axis destination motion

Type float in [-inf, inf], default 0.0

to_min_z

Bottom range of Z axis destination motion

Type float in [-inf, inf], default 0.0

use_motion_extrapolate

Extrapolate ranges

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Constraint.name`
- `Constraint.active`
- `Constraint.mute`
- `Constraint.is_valid`
- `Constraint.show_expanded`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.owner_space`
- `Constraint.is_proxy_local`
- `Constraint.error_rotation`
- `Constraint.target_space`
- `Constraint.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.577 TransformOrientation(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.TransformOrientation` (*bpy_struct*)

matrix

Type float array of 9 items in [-inf, inf], default (0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0)

name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.orientations`
- `SpaceView3D.current_orientation`

1.3.578 TransformSequence(EffectSequence)

base classes — `bpy_struct`, `Sequence`, `EffectSequence`

class `bpy.types.TransformSequence` (*EffectSequence*)
Sequence strip applying affine transformations to other strips

interpolation

Type enum in ['NONE', 'BILINEAR', 'BICUBIC'], default 'NONE'

rotation_start

Type float in [-360, 360], default 0.0

scale_start_x

Type float in [0, inf], default 0.0

scale_start_y**Type** float in [0, inf], default 0.0**translate_start_x****Type** float in [-inf, inf], default 0.0**translate_start_y****Type** float in [-inf, inf], default 0.0**translation_unit****Type** enum in ['PIXELS', 'PERCENT'], default 'PIXELS'**use_uniform_scale**

Scale uniformly, preserving aspect ratio

Type boolean, default False

Inherited Properties

- bpy_struct.id_data
- Sequence.name
- Sequence.blend_type
- Sequence.blend_alpha
- Sequence.channel
- Sequence.effect_fader
- Sequence.frame_final_end
- Sequence.frame_offset_end
- Sequence.frame_still_end
- Sequence.input_1
- Sequence.input_2
- Sequence.input_3
- Sequence.select_left_handle
- Sequence.frame_final_duration
- Sequence.frame_duration
- Sequence.lock
- Sequence.mute
- Sequence.select_right_handle
- Sequence.select
- Sequence.speed_factor
- Sequence.frame_start
- Sequence.frame_final_start
- Sequence.frame_offset_start
- Sequence.frame_still_start
- Sequence.type
- Sequence.use_default_fade
- Sequence.input_count
- EffectSequence.color_balance
- EffectSequence.use_float
- EffectSequence.crop
- EffectSequence.use_deinterlace
- EffectSequence.use_reverse_frames
- EffectSequence.use_flip_x
- EffectSequence.use_flip_y

- `EffectSequence.color_multiply`
- `EffectSequence.use_premultiply`
- `EffectSequence.proxy`
- `EffectSequence.use_proxy_custom_directory`
- `EffectSequence.use_proxy_custom_file`
- `EffectSequence.color_saturation`
- `EffectSequence.strobe`
- `EffectSequence.transform`
- `EffectSequence.use_color_balance`
- `EffectSequence.use_crop`
- `EffectSequence.use_proxy`
- `EffectSequence.use_translation`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.579 UILayout(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.UILayout` (*bpy_struct*)
User interface layout in a panel or header

active

Type boolean, default False

alignment

Type enum in ['EXPAND', 'LEFT', 'CENTER', 'RIGHT'], default 'EXPAND'

enabled

When false, this (sub)layout is greyed out.

Type boolean, default False

operator_context

Type enum in ['INVOKE_DEFAULT', 'INVOKE_REGION_WIN', 'INVOKE_REGION_CHANNELS', 'INVOKE_REGION_PREVIEW', 'INVOKE_AREA', 'INVOKE_SCREEN', 'EXEC_DEFAULT', 'EXEC_REGION_WIN', 'EXEC_REGION_CHANNELS', 'EXEC_REGION_PREVIEW', 'EXEC_AREA', 'EXEC_SCREEN'], default 'INVOKE_DEFAULT'

scale_x

Scale factor along the X for items in this (sub)layout.

Type float in [0, inf], default 0.0

scale_y

Scale factor along the Y for items in this (sub)layout.

Type float in [0, inf], default 0.0

row (*align=False*)

Sub-layout. Items placed in this sublayout are placed next to each other in a row.

Parameters

- **align** (*boolean, (optional)*) – Align buttons to each other.

Returns Sub-layout to put items in.

Return type `UILayout`

column (*align=False*)

Sub-layout. Items placed in this sublayout are placed under each other in a column.

Parameters

- **align** (*boolean, (optional)*) – Align buttons to each other.

Returns Sub-layout to put items in.

Return type `UILayout`

column_flow (*columns=0, align=False*)

`column_flow`

Parameters

- **columns** (*int in [0, inf], (optional)*) – Number of columns, 0 is automatic.
- **align** (*boolean, (optional)*) – Align buttons to each other.

Returns Sub-layout to put items in.

Return type `UILayout`

box ()

Sublayout. Items placed in this sublayout are placed under each other in a column and are surrounded by a box.

Returns Sub-layout to put items in.

Return type `UILayout`

split (*percentage=0.0, align=False*)

`split`

Parameters

- **percentage** (*float in [0, 1], (optional)*) – Percentage, Percentage of width to split at.
- **align** (*boolean, (optional)*) – Align buttons to each other.

Returns Sub-layout to put items in.

Return type `UILayout`

prop (*data*, *property*, *text*=" ", *icon*='BLENDER', *expand*=False, *slider*=False, *toggle*=False, *icon_only*=False, *event*=False, *full_event*=False, *emboss*=True, *index*=-1)
Item. Exposes an RNA item and places it into the layout.

Parameters

- **data** (`AnyType`, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **text** (*string*, (*optional*)) – Override automatic text of the item.
- **icon** (*enum* in ['BLENDER', 'QUESTION', 'ERROR', 'CANCEL', 'TRIA_RIGHT', 'TRIA_DOWN', 'TRIA_LEFT', 'TRIA_UP', 'ARROW_LEFTRIGHT', 'PLUS', 'DISCLOSURE_TRI_DOWN', 'DISCLOSURE_TRI_RIGHT', 'RADIOBUT_OFF', 'RADIOBUT_ON', 'MENU_PANEL', 'DOT', 'X', 'GO_LEFT', 'PLUG', 'UI', 'NODE', 'NODE_SEL', 'FULLSCREEN', 'SPLITSCREEN', 'RIGHTARROW_THIN', 'BORDERMOVE', 'VIEWZOOM', 'ZOOMIN', 'ZOOMOUT', 'PANEL_CLOSE', 'COPY_ID', 'EYEDROPPER', 'LINK_AREA', 'AUTO', 'CHECKBOX_DEHLT', 'CHECKBOX_HLT', 'UNLOCKED', 'LOCKED', 'UNPINNED', 'PINNED', 'SCREEN_BACK', 'RIGHTARROW', 'DOWNARROW_HLT', 'DOTSUP', 'DOTSDOWN', 'LINK', 'INLINK', 'PLUGIN', 'HELP', 'GHOST_ENABLED', 'COLOR', 'LINKED', 'UNLINKED', 'HAND', 'ZOOM_ALL', 'ZOOM_SELECTED', 'ZOOM_PREVIOUS', 'ZOOM_IN', 'ZOOM_OUT', 'RENDER_REGION', 'BORDER_RECT', 'BORDER_LASSO', 'FREEZE', 'STYLUS_PRESSURE', 'GHOST_DISABLED', 'NEW', 'FILE_TICK', 'QUIT', 'URL', 'RECOVER_LAST', 'FULLSCREEN_ENTER', 'FULLSCREEN_EXIT', 'BLANK1', 'LAMP', 'MATERIAL', 'TEXTURE', 'ANIM', 'WORLD', 'SCENE', 'EDIT', 'GAME', 'RADIO', 'SCRIPT', 'PARTICLES', 'PHYSICS', 'SPEAKER', 'TEXTURE_SHADED', 'VIEW3D', 'IPO', 'OOPS', 'BUTS', 'FILESEL', 'IMAGE_COL', 'INFO', 'SEQUENCE', 'TEXT', 'IMASEL', 'SOUND', 'ACTION', 'NLA', 'SCRIPTWIN', 'TIME', 'NODETREE', 'LOGIC', 'CONSOLE', 'PREFERENCES', 'ASSET_MANAGER', 'OBJECT_DATAMODE', 'EDITMODE_HLT', 'FACESEL_HLT', 'VPAINT_HLT', 'TPAINT_HLT', 'WPAINT_HLT', 'SCULPTMODE_HLT', 'POSE_HLT', 'PARTICLEMODE', 'LIGHTPAINT', 'SCENE_DATA', 'RENDERLAYERS', 'WORLD_DATA', 'OBJECT_DATA', 'MESH_DATA', 'CURVE_DATA', 'META_DATA', 'LATTICE_DATA', 'LAMP_DATA', 'MATERIAL_DATA', 'TEXTURE_DATA', 'ANIM_DATA', 'CAMERA_DATA', 'PARTICLE_DATA', 'LIBRARY_DATA_DIRECT', 'GROUP', 'ARMATURE_DATA', 'POSE_DATA', 'BONE_DATA', 'CONSTRAINT', 'SHAPEKEY_DATA', 'CONSTRAINT_BONE', 'PACKAGE', 'UGLYPACKAGE', 'BRUSH_DATA', 'IMAGE_DATA', 'FILE', 'FCURVE', 'FONT_DATA', 'RENDER_RESULT', 'SURFACE_DATA', 'EMPTY_DATA', 'SETTINGS', 'RENDER_ANIMATION', 'RENDER_STILL', 'BOIDS', 'STRANDS', 'LIBRARY_DATA_INDIRECT', 'GREASEPENCIL', 'GROUP_BONE', 'GROUP_VERTEX', 'GROUP_VCOL', 'GROUP_UVS', 'RNA', 'RNA_ADD', 'OUTLINER_OB_EMPTY', 'OUTLINER_OB_MESH', 'OUTLINER_OB_CURVE', 'OUTLINER_OB_LATTICE', 'OUTLINER_OB_META', 'OUTLINER_OB_LAMP', 'OUTLINER_OB_CAMERA', 'OUTLINER_OB_ARMATURE', 'OUTLINER_OB_FONT', 'OUTLINER_OB_SURFACE', 'RESTRICT_VIEW_OFF', 'RESTRICT_VIEW_ON', 'RESTRICT_SELECT_OFF', 'RESTRICT_SELECT_ON', 'RESTRICT_RENDER_OFF', 'RESTRICT_RENDER_ON', 'OUTLINER_DATA_EMPTY', 'OUTLINER_DATA_MESH', 'OUTLINER_DATA_CURVE', 'OUTLINER_DATA_LATTICE', 'OUTLINER_DATA_META', 'OUTLINER_DATA_LAMP', 'OUTLINER_DATA_CAMERA', 'OUTLINER_DATA_ARMATURE', 'OUTLINER_DATA_FONT', 'OUTLINER_DATA_SURFACE', 'OUTLINER_DATA_POSE',

'MESH_PLANE', 'MESH_CUBE', 'MESH_CIRCLE', 'MESH_UVSPHERE',
 'MESH_ICOSPHERE', 'MESH_GRID', 'MESH_MONKEY', 'MESH_CYLINDER',
 'MESH_TORUS', 'MESH_CONE', 'LAMP_POINT', 'LAMP_SUN', 'LAMP_SPOT',
 'LAMP_HEMI', 'LAMP_AREA', 'META_PLANE', 'META_CUBE', 'META_BALL',
 'META_ELLIPSOID', 'META_CAPSULE', 'SURFACE_NCURVE', 'SUR-
 FACE_NCIRCLE', 'SURFACE_NSURFACE', 'SURFACE_NCYLINDER',
 'SURFACE_NSHERE', 'SURFACE_NTORUS', 'CURVE_BEZCURVE',
 'CURVE_BEZCIRCLE', 'CURVE_NCURVE', 'CURVE_NCIRCLE', 'CURVE_PATH',
 'FORCE_FORCE', 'FORCE_WIND', 'FORCE_VORTEX', 'FORCE_MAGNETIC',
 'FORCE_HARMONIC', 'FORCE_CHARGE', 'FORCE_LENNARDJONES',
 'FORCE_TEXTURE', 'FORCE_CURVE', 'FORCE_BOID', 'FORCE_TURBULENCE',
 'FORCE_DRAG', 'MODIFIER', 'MOD_WAVE', 'MOD_BUILD', 'MOD_DECIM',
 'MOD_MIRROR', 'MOD_SOFT', 'MOD_SUBSURF', 'HOOK', 'MOD_PHYSICS',
 'MOD_PARTICLES', 'MOD_BOOLEAN', 'MOD_EDGESPLIT', 'MOD_ARRAY',
 'MOD_UVPROJECT', 'MOD_DISPLACE', 'MOD_CURVE', 'MOD_LATTICE',
 'CONSTRAINT_DATA', 'MOD_ARMATURE', 'MOD_SHRINKWRAP',
 'MOD_CAST', 'MOD_MESHDEFORM', 'MOD_BEVEL', 'MOD_SMOOTH',
 'MOD_SIMPLEDEFORM', 'MOD_MASK', 'MOD_CLOTH', 'MOD_EXPLODE',
 'MOD_FLUIDSIM', 'MOD_MULTIRES', 'MOD_SMOKE', 'MOD_SOLIDIFY',
 'MOD_SCREW', 'REC', 'PLAY', 'FF', 'REW', 'PAUSE', 'PREV_KEYFRAME',
 'NEXT_KEYFRAME', 'PLAY_AUDIO', 'PLAY_REVERSE', 'PREVIEW_RANGE',
 'PMARKER_ACT', 'PMARKER_SEL', 'PMARKER', 'MARKER_HLT', 'MARKER',
 'SPACE2', 'SPACE3', 'KEY_DEHLT', 'KEY_HLT', 'MUTE_IPO_OFF',
 'MUTE_IPO_ON', 'VERTEXSEL', 'EDGESEL', 'FACESEL', 'ROTATE', 'CUR-
 SOR', 'ROTATECOLLECTION', 'ROTATECENTER', 'ROTACTIVE', 'ALIGN',
 'SMOOTHCURVE', 'SPHERECURVE', 'ROOTCURVE', 'SHARPCURVE',
 'LINCURVE', 'NOCURVE', 'RNDCURVE', 'PROP_OFF', 'PROP_ON',
 'PROP_CON', 'PARTICLE_POINT', 'PARTICLE_TIP', 'PARTICLE_PATH',
 'MAN_TRANS', 'MAN_ROT', 'MAN_SCALE', 'MANIPUL', 'SNAP_OFF', 'SNAP_ON',
 'SNAP_NORMAL', 'SNAP_INCREMENT', 'SNAP_VERTEX', 'SNAP_EDGE',
 'SNAP_FACE', 'SNAP_VOLUME', 'STICKY_UVS_LOC', 'STICKY_UVS_DISABLE',
 'STICKY_UVS_VERT', 'CLIPUV_DEHLT', 'CLIPUV_HLT', 'SNAP_PEEL_OBJECT',
 'GRID', 'PASTEDOWN', 'COPYDOWN', 'PASTEFLIPUP', 'PASTEFLIP-
 DOWN', 'SNAP_SURFACE', 'RETOPO', 'UV_VERTEXSEL', 'UV_EDGESEL',
 'UV_FACESEL', 'UV_ISLANDSEL', 'UV_SYNC_SELECT', 'BBOX', 'WIRE',
 'SOLID', 'SMOOTH', 'POTATO', 'ORTHO', 'LOCKVIEW_OFF', 'LOCKVIEW_ON',
 'AXIS_SIDE', 'AXIS_FRONT', 'AXIS_TOP', 'NDOF_DOM', 'NDOF_TURN',
 'NDOF_FLY', 'NDOF_TRANS', 'LAYER_USED', 'LAYER_ACTIVE', 'SORTAL-
 PHA', 'SORTBYEXT', 'SORTTIME', 'SORTSIZE', 'LONGDISPLAY', 'SHORT-
 DISPLAY', 'GHOST', 'IMGDISPLAY', 'BOOKMARKS', 'FONTPREVIEW', 'FIL-
 TER', 'NEWFOLDER', 'FILE_PARENT', 'FILE_REFRESH', 'FILE_FOLDER',
 'FILE_BLANK', 'FILE_BLEND', 'FILE_IMAGE', 'FILE_MOVIE', 'FILE_SCRIPT',
 'FILE_SOUND', 'FILE_FONT', 'BACK', 'FORWARD', 'DISK_DRIVE', 'MAT-
 PLANE', 'MATSPHERE', 'MATCUBE', 'MONKEY', 'HAIR', 'ALIASED',
 'ANTIALIASED', 'MAT_SPHERE_SKY', 'WORDWRAP_OFF', 'WORD-
 WRAP_ON', 'SYNTAX_OFF', 'SYNTAX_ON', 'LINENUMBERS_OFF', 'LINENUM-
 BERS_ON', 'SCRIPTPLUGINS', 'SEQ_SEQUENCER', 'SEQ_PREVIEW',
 'SEQ_LUMA_WAVEFORM', 'SEQ_CHROMA_SCOPE', 'SEQ_HISTOGRAM',
 'SEQ_SPLITVIEW', 'IMAGE_RGB', 'IMAGE_RGB_ALPHA', 'IMAGE_ALPHA', 'IM-
 AGE_ZDEPTH', 'IMAGEFILE', 'BRUSH_ADD', 'BRUSH_BLOB', 'BRUSH_BLUR',
 'BRUSH_CLAY', 'BRUSH_CLONE', 'BRUSH_CREASE', 'BRUSH_DARKEN',
 'BRUSH_FILL', 'BRUSH_FLATTEN', 'BRUSH_GRAB', 'BRUSH_INFLATE',
 'BRUSH_LAYER', 'BRUSH_LIGHTEN', 'BRUSH_MIX', 'BRUSH_MULTIPLY',
 'BRUSH_NUDGE', 'BRUSH_PINCH', 'BRUSH_SCRAPE', 'BRUSH_SCULPT_DRAW',

‘BRUSH_SMEAR’, ‘BRUSH_SMOOTH’, ‘BRUSH_SNAKE_HOOK’, ‘BRUSH_SOFTEN’, ‘BRUSH_SUBTRACT’, ‘BRUSH_TEXDRAW’, ‘BRUSH_THUMB’, ‘BRUSH_ROTATE’, ‘BRUSH_VERTEXDRAW’, ‘VIEW3D_VEC’, ‘EDIT_VEC’, ‘EDITMODE_DEHLT’, ‘EDITMODE_HLT’, ‘DISCLOSURE_TRI_RIGHT_VEC’, ‘DISCLOSURE_TRI_DOWN_VEC’, ‘MOVE_UP_VEC’, ‘MOVE_DOWN_VEC’, ‘X_VEC’, ‘SMALL_TRI_RIGHT_VEC’], (optional) – Icon, Override automatic icon of the item

- **expand** (*boolean, (optional)*) – Expand button to show more detail.
- **slider** (*boolean, (optional)*) – Use slider widget for numeric values.
- **toggle** (*boolean, (optional)*) – Use toggle widget for boolean values.
- **icon_only** (*boolean, (optional)*) – Draw only icons in buttons, no text.
- **event** (*boolean, (optional)*) – Use button to input key events.
- **full_event** (*boolean, (optional)*) – Use button to input full events including modifiers.
- **emboss** (*boolean, (optional)*) – Draw the button itself, just the icon/text.
- **index** (*int in [-2, inf], (optional)*) – The index of this button, when set a single member of an array can be accessed, when set to -1 all array members are used.

props_enum (*data, property*)

props_enum

Parameters

- **data** (*AnyType, (never None)*) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.

prop_menu_enum (*data, property, text="" , icon='BLENDER'*)

prop_menu_enum

Parameters

- **data** (*AnyType, (never None)*) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **text** (*string, (optional)*) – Override automatic text of the item.
- **icon** (*enum in ['BLENDER', 'QUESTION', 'ERROR', 'CANCEL', 'TRIA_RIGHT', 'TRIA_DOWN', 'TRIA_LEFT', 'TRIA_UP', 'ARROW_LEFTRIGHT', 'PLUS', 'DISCLOSURE_TRI_DOWN', 'DISCLOSURE_TRI_RIGHT', 'RADIOBUT_OFF', 'RADIOBUT_ON', 'MENU_PANEL', 'DOT', 'X', 'GO_LEFT', 'PLUG', 'UI', 'NODE', 'NODE_SEL', 'FULLSCREEN', 'SPLITSCREEN', 'RIGHTARROW_THIN', 'BORDER_MOVE', 'VIEWZOOM', 'ZOOMIN', 'ZOOMOUT', 'PANEL_CLOSE', 'COPY_ID', 'EYEDROPPER', 'LINK_AREA', 'AUTO', 'CHECKBOX_DEHLT', 'CHECKBOX_HLT', 'UNLOCKED', 'LOCKED', 'UNPINNED', 'PINNED', 'SCREEN_BACK', 'RIGHTARROW', 'DOWNARROW_HLT', 'DOTSUP', 'DOTSDOWN', 'LINK', 'INLINK', 'PLUGIN', 'HELP', 'GHOST_ENABLED', 'COLOR', 'LINKED', 'UNLINKED', 'HAND', 'ZOOM_ALL', 'ZOOM_SELECTED', 'ZOOM_PREVIOUS', 'ZOOM_IN', 'ZOOM_OUT', 'RENDER_REGION', 'BORDER_RECT', 'BORDER_LASSO', 'FREEZE', 'STYLUS_PRESSURE', 'GHOST_DISABLED', 'NEW', 'FILE_TICK', 'QUIT', 'URL', 'RECOVER_LAST', 'FULLSCREEN_ENTER', 'FULLSCREEN_EXIT', 'BLANK1', 'LAMP', 'MATERIAL', 'TEXTURE', 'ANIM', 'WORLD', 'SCENE', 'EDIT', 'GAME', 'RADIO', 'SCRIPT', 'PARTICLES', 'PHYSICS', 'SPEAKER', 'TEXTURE_SHADED', 'VIEW3D', 'IPO', 'OOPS', 'BUTS', 'FILESEL', 'IMAGE_COL', 'INFO', 'SEQUENCE', 'TEXT', 'IMASEL', 'SOUND', 'ACTION', 'NLA', 'SCRIPTWIN', 'TIME', 'NODETREE', 'LOGIC',*

'CONSOLE', 'PREFERENCES', 'ASSET_MANAGER', 'OBJECT_DATAMODE', 'EDIT-
 MODE_HLT', 'FACESEL_HLT', 'VPAINT_HLT', 'TPAINT_HLT', 'WPAINT_HLT',
 'SCULPTMODE_HLT', 'POSE_HLT', 'PARTICLEMODE', 'LIGHTPAINT',
 'SCENE_DATA', 'RENDERLAYERS', 'WORLD_DATA', 'OBJECT_DATA',
 'MESH_DATA', 'CURVE_DATA', 'META_DATA', 'LATTICE_DATA', 'LAMP_DATA',
 'MATERIAL_DATA', 'TEXTURE_DATA', 'ANIM_DATA', 'CAMERA_DATA', 'PAR-
 TICLE_DATA', 'LIBRARY_DATA_DIRECT', 'GROUP', 'ARMATURE_DATA',
 'POSE_DATA', 'BONE_DATA', 'CONSTRAINT', 'SHAPEKEY_DATA', 'CON-
 STRAINT_BONE', 'PACKAGE', 'UGLYPACKAGE', 'BRUSH_DATA', 'IM-
 AGE_DATA', 'FILE', 'FCURVE', 'FONT_DATA', 'RENDER_RESULT', 'SUR-
 FACE_DATA', 'EMPTY_DATA', 'SETTINGS', 'RENDER_ANIMATION', 'REN-
 DER_STILL', 'BOIDS', 'STRANDS', 'LIBRARY_DATA_INDIRECT', 'GREASEPEN-
 CIL', 'GROUP_BONE', 'GROUP_VERTEX', 'GROUP_VCOL', 'GROUP_UVS',
 'RNA', 'RNA_ADD', 'OUTLINER_OB_EMPTY', 'OUTLINER_OB_MESH', 'OUT-
 LINER_OB_CURVE', 'OUTLINER_OB_LATTICE', 'OUTLINER_OB_META', 'OUT-
 LINER_OB_LAMP', 'OUTLINER_OB_CAMERA', 'OUTLINER_OB_ARMATURE',
 'OUTLINER_OB_FONT', 'OUTLINER_OB_SURFACE', 'RESTRICT_VIEW_OFF',
 'RESTRICT_VIEW_ON', 'RESTRICT_SELECT_OFF', 'RESTRICT_SELECT_ON', 'RE-
 STRICT_RENDER_OFF', 'RESTRICT_RENDER_ON', 'OUTLINER_DATA_EMPTY',
 'OUTLINER_DATA_MESH', 'OUTLINER_DATA_CURVE', 'OUT-
 LINER_DATA_LATTICE', 'OUTLINER_DATA_META', 'OUTLINER_DATA_LAMP',
 'OUTLINER_DATA_CAMERA', 'OUTLINER_DATA_ARMATURE', 'OUT-
 LINER_DATA_FONT', 'OUTLINER_DATA_SURFACE', 'OUTLINER_DATA_POSE',
 'MESH_PLANE', 'MESH_CUBE', 'MESH_CIRCLE', 'MESH_UVSPHERE',
 'MESH_ICOSPHERE', 'MESH_GRID', 'MESH_MONKEY', 'MESH_CYLINDER',
 'MESH_TORUS', 'MESH_CONE', 'LAMP_POINT', 'LAMP_SUN', 'LAMP_SPOT',
 'LAMP_HEMI', 'LAMP_AREA', 'META_PLANE', 'META_CUBE', 'META_BALL',
 'META_ELLIPSOID', 'META_CAPSULE', 'SURFACE_NCURVE', 'SUR-
 FACE_NCIRCLE', 'SURFACE_NSURFACE', 'SURFACE_NCYLINDER',
 'SURFACE_NSPPHERE', 'SURFACE_NTORUS', 'CURVE_BEZCURVE',
 'CURVE_BEZCIRCLE', 'CURVE_NCURVE', 'CURVE_NCIRCLE', 'CURVE_PATH',
 'FORCE_FORCE', 'FORCE_WIND', 'FORCE_VORTEX', 'FORCE_MAGNETIC',
 'FORCE_HARMONIC', 'FORCE_CHARGE', 'FORCE_LENNARDJONES',
 'FORCE_TEXTURE', 'FORCE_CURVE', 'FORCE_BOID', 'FORCE_TURBULENCE',
 'FORCE_DRAG', 'MODIFIER', 'MOD_WAVE', 'MOD_BUILD', 'MOD_DECIM',
 'MOD_MIRROR', 'MOD_SOFT', 'MOD_SUBSURF', 'HOOK', 'MOD_PHYSICS',
 'MOD_PARTICLES', 'MOD_BOOLEAN', 'MOD_EDGESPLIT', 'MOD_ARRAY',
 'MOD_UVPROJECT', 'MOD_DISPLACE', 'MOD_CURVE', 'MOD_LATTICE',
 'CONSTRAINT_DATA', 'MOD_ARMATURE', 'MOD_SHRINKWRAP',
 'MOD_CAST', 'MOD_MESHDEFORM', 'MOD_BEVEL', 'MOD_SMOOTH',
 'MOD_SIMPLEDEFORM', 'MOD_MASK', 'MOD_CLOTH', 'MOD_EXPLODE',
 'MOD_FLUIDSIM', 'MOD_MULTITRES', 'MOD_SMOKE', 'MOD_SOLIDIFY',
 'MOD_SCREW', 'REC', 'PLAY', 'FF', 'REW', 'PAUSE', 'PREV_KEYFRAME',
 'NEXT_KEYFRAME', 'PLAY_AUDIO', 'PLAY_REVERSE', 'PREVIEW_RANGE',
 'PMARKER_ACT', 'PMARKER_SEL', 'PMARKER', 'MARKER_HLT', 'MARKER',
 'SPACE2', 'SPACE3', 'KEY_DEHLT', 'KEY_HLT', 'MUTE_IPO_OFF',
 'MUTE_IPO_ON', 'VERTEXSEL', 'EDGESEL', 'FACESEL', 'ROTATE', 'CUR-
 SOR', 'ROTATECOLLECTION', 'ROTATECENTER', 'ROTACTIVE', 'ALIGN',
 'SMOOTHCURVE', 'SPHERECURVE', 'ROOTCURVE', 'SHARPCURVE',
 'LINCURVE', 'NOCURVE', 'RNDCURVE', 'PROP_OFF', 'PROP_ON',
 'PROP_CON', 'PARTICLE_POINT', 'PARTICLE_TIP', 'PARTICLE_PATH',
 'MAN_TRANS', 'MAN_ROT', 'MAN_SCALE', 'MANIPUL', 'SNAP_OFF', 'SNAP_ON',
 'SNAP_NORMAL', 'SNAP_INCREMENT', 'SNAP_VERTEX', 'SNAP_EDGE',
 'SNAP_FACE', 'SNAP_VOLUME', 'STICKY_UVS_LOC', 'STICKY_UVS_DISABLE',

‘STICKY_UVS_VERT’, ‘CLIPUV_DEHLT’, ‘CLIPUV_HLT’, ‘SNAP_PEEL_OBJECT’, ‘GRID’, ‘PASTEDOWN’, ‘COPYDOWN’, ‘PASTEFLIPUP’, ‘PASTEFLIPDOWN’, ‘SNAP_SURFACE’, ‘RETOPO’, ‘UV_VERTEXSEL’, ‘UV_EDGESEL’, ‘UV_FACESEL’, ‘UV_ISLANDSEL’, ‘UV_SYNC_SELECT’, ‘BBOX’, ‘WIRE’, ‘SOLID’, ‘SMOOTH’, ‘POTATO’, ‘ORTHO’, ‘LOCKVIEW_OFF’, ‘LOCKVIEW_ON’, ‘AXIS_SIDE’, ‘AXIS_FRONT’, ‘AXIS_TOP’, ‘NDOF_DOM’, ‘NDOF_TURN’, ‘NDOF_FLY’, ‘NDOF_TRANS’, ‘LAYER_USED’, ‘LAYER_ACTIVE’, ‘SORTALPHA’, ‘SORTBYEXT’, ‘SORTTIME’, ‘SORTSIZE’, ‘LONGDISPLAY’, ‘SHORTDISPLAY’, ‘GHOST’, ‘IMGDISPLAY’, ‘BOOKMARKS’, ‘FONTPREVIEW’, ‘FILTER’, ‘NEWFOLDER’, ‘FILE_PARENT’, ‘FILE_REFRESH’, ‘FILE_FOLDER’, ‘FILE_BLANK’, ‘FILE_BLEND’, ‘FILE_IMAGE’, ‘FILE_MOVIE’, ‘FILE_SCRIPT’, ‘FILE_SOUND’, ‘FILE_FONT’, ‘BACK’, ‘FORWARD’, ‘DISK_DRIVE’, ‘MATPLANE’, ‘MATSPHERE’, ‘MATCUBE’, ‘MONKEY’, ‘HAIR’, ‘ALIASSED’, ‘ANTIALIASSED’, ‘MAT_SPHERE_SKY’, ‘WORDWRAP_OFF’, ‘WORDWRAP_ON’, ‘SYNTAX_OFF’, ‘SYNTAX_ON’, ‘LINENUMBERS_OFF’, ‘LINENUMBERS_ON’, ‘SCRIPTPLUGINS’, ‘SEQ_SEQUENCER’, ‘SEQ_PREVIEW’, ‘SEQ_LUMA_WAVEFORM’, ‘SEQ_CHROMA_SCOPE’, ‘SEQ_HISTOGRAM’, ‘SEQ_SPLITVIEW’, ‘IMAGE_RGB’, ‘IMAGE_RGB_ALPHA’, ‘IMAGE_ALPHA’, ‘IMAGE_ZDEPTH’, ‘IMAGEFILE’, ‘BRUSH_ADD’, ‘BRUSH_BLOB’, ‘BRUSH_BLUR’, ‘BRUSH_CLAY’, ‘BRUSH_CLONE’, ‘BRUSH_CREASE’, ‘BRUSH_DARKEN’, ‘BRUSH_FILL’, ‘BRUSH_FLATTEN’, ‘BRUSH_GRAB’, ‘BRUSH_INFLATE’, ‘BRUSH_LAYER’, ‘BRUSH_LIGHTEN’, ‘BRUSH_MIX’, ‘BRUSH_MULTIPLY’, ‘BRUSH_NUDGE’, ‘BRUSH_PINCH’, ‘BRUSH_SCRAPE’, ‘BRUSH_SCULPT_DRAW’, ‘BRUSH_SMEAR’, ‘BRUSH_SMOOTH’, ‘BRUSH_SNAKE_HOOK’, ‘BRUSH_SOFTEN’, ‘BRUSH_SUBTRACT’, ‘BRUSH_TEXDRAW’, ‘BRUSH_THUMB’, ‘BRUSH_ROTATE’, ‘BRUSH_VERTEXDRAW’, ‘VIEW3D_VEC’, ‘EDIT_VEC’, ‘EDITMODE_DEHLT’, ‘EDITMODE_HLT’, ‘DISCLOSURE_TRI_RIGHT_VEC’, ‘DISCLOSURE_TRI_DOWN_VEC’, ‘MOVE_UP_VEC’, ‘MOVE_DOWN_VEC’, ‘X_VEC’, ‘SMALL_TRI_RIGHT_VEC’], (*optional*)) – Icon, Override automatic icon of the item

prop_enum (*data, property, value, text=*”“, *icon=*’BLENDER’)

prop_enum

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **value** (*string*) – Enum property value.
- **text** (*string, optional*) – Override automatic text of the item.
- **icon** (*enum in* [’BLENDER’, ‘QUESTION’, ‘ERROR’, ‘CANCEL’, ‘TRIA_RIGHT’, ‘TRIA_DOWN’, ‘TRIA_LEFT’, ‘TRIA_UP’, ‘ARROW_LEFTRIGHT’, ‘PLUS’, ‘DISCLOSURE_TRI_DOWN’, ‘DISCLOSURE_TRI_RIGHT’, ‘RADIOBUT_OFF’, ‘RADIOBUT_ON’, ‘MENU_PANEL’, ‘DOT’, ‘X’, ‘GO_LEFT’, ‘PLUG’, ‘UI’, ‘NODE’, ‘NODE_SEL’, ‘FULLSCREEN’, ‘SPLITSCREEN’, ‘RIGHTARROW_THIN’, ‘BORDERMOVE’, ‘VIEWZOOM’, ‘ZOOMIN’, ‘ZOOMOUT’, ‘PANEL_CLOSE’, ‘COPY_ID’, ‘EYEDROPPER’, ‘LINK_AREA’, ‘AUTO’, ‘CHECKBOX_DEHLT’, ‘CHECKBOX_HLT’, ‘UNLOCKED’, ‘LOCKED’, ‘UNPINNED’, ‘PINNED’, ‘SCREEN_BACK’, ‘RIGHTARROW’, ‘DOWNARROW_HLT’, ‘DOTSUP’, ‘DOTSDOWN’, ‘LINK’, ‘INLINK’, ‘PLUGIN’, ‘HELP’, ‘GHOST_ENABLED’, ‘COLOR’, ‘LINKED’, ‘UNLINKED’, ‘HAND’, ‘ZOOM_ALL’, ‘ZOOM_SELECTED’, ‘ZOOM_PREVIOUS’, ‘ZOOM_IN’, ‘ZOOM_OUT’, ‘RENDER_REGION’, ‘BORDER_RECT’, ‘BORDER_LASSO’, ‘FREEZE’, ‘STYLUS_PRESSURE’, ‘GHOST_DISABLED’, ‘NEW’, ‘FILE_TICK’, ‘QUIT’, ‘URL’, ‘RECOVER_LAST’, ‘FULLSCREEN_ENTER’,

'FULLSCREEN_EXIT', 'BLANK1', 'LAMP', 'MATERIAL', 'TEXTURE', 'ANIM',
 'WORLD', 'SCENE', 'EDIT', 'GAME', 'RADIO', 'SCRIPT', 'PARTICLES',
 'PHYSICS', 'SPEAKER', 'TEXTURE_SHADED', 'VIEW3D', 'IPO', 'OOPS',
 'BUTS', 'FILESEL', 'IMAGE_COL', 'INFO', 'SEQUENCE', 'TEXT', 'IMASEL',
 'SOUND', 'ACTION', 'NLA', 'SCRIPTWIN', 'TIME', 'NODETREE', 'LOGIC',
 'CONSOLE', 'PREFERENCES', 'ASSET_MANAGER', 'OBJECT_DATAMODE', 'EDIT-
 MODE_HLT', 'FACESEL_HLT', 'VPAIN_HLT', 'TPAIN_HLT', 'WPAIN_HLT',
 'SCULPTMODE_HLT', 'POSE_HLT', 'PARTICLEMODE', 'LIGHTPAINT',
 'SCENE_DATA', 'RENDERLAYERS', 'WORLD_DATA', 'OBJECT_DATA',
 'MESH_DATA', 'CURVE_DATA', 'META_DATA', 'LATTICE_DATA', 'LAMP_DATA',
 'MATERIAL_DATA', 'TEXTURE_DATA', 'ANIM_DATA', 'CAMERA_DATA', 'PAR-
 TICLE_DATA', 'LIBRARY_DATA_DIRECT', 'GROUP', 'ARMATURE_DATA',
 'POSE_DATA', 'BONE_DATA', 'CONSTRAINT', 'SHAPEKEY_DATA', 'CON-
 STRAINT_BONE', 'PACKAGE', 'UGLYPACKAGE', 'BRUSH_DATA', 'IM-
 AGE_DATA', 'FILE', 'FCURVE', 'FONT_DATA', 'RENDER_RESULT', 'SUR-
 FACE_DATA', 'EMPTY_DATA', 'SETTINGS', 'RENDER_ANIMATION', 'REN-
 DER_STILL', 'BOIDS', 'STRANDS', 'LIBRARY_DATA_INDIRECT', 'GREASEPEN-
 CIL', 'GROUP_BONE', 'GROUP_VERTEX', 'GROUP_VCOL', 'GROUP_UVS',
 'RNA', 'RNA_ADD', 'OUTLINER_OB_EMPTY', 'OUTLINER_OB_MESH', 'OUT-
 LINER_OB_CURVE', 'OUTLINER_OB_LATTICE', 'OUTLINER_OB_META', 'OUT-
 LINER_OB_LAMP', 'OUTLINER_OB_CAMERA', 'OUTLINER_OB_ARMATURE',
 'OUTLINER_OB_FONT', 'OUTLINER_OB_SURFACE', 'RESTRICT_VIEW_OFF',
 'RESTRICT_VIEW_ON', 'RESTRICT_SELECT_OFF', 'RESTRICT_SELECT_ON', 'RE-
 STRICT_RENDER_OFF', 'RESTRICT_RENDER_ON', 'OUTLINER_DATA_EMPTY',
 'OUTLINER_DATA_MESH', 'OUTLINER_DATA_CURVE', 'OUT-
 LINER_DATA_LATTICE', 'OUTLINER_DATA_META', 'OUTLINER_DATA_LAMP',
 'OUTLINER_DATA_CAMERA', 'OUTLINER_DATA_ARMATURE', 'OUT-
 LINER_DATA_FONT', 'OUTLINER_DATA_SURFACE', 'OUTLINER_DATA_POSE',
 'MESH_PLANE', 'MESH_CUBE', 'MESH_CIRCLE', 'MESH_UVSPHERE',
 'MESH_ICOSPHERE', 'MESH_GRID', 'MESH_MONKEY', 'MESH_CYLINDER',
 'MESH_TORUS', 'MESH_CONE', 'LAMP_POINT', 'LAMP_SUN', 'LAMP_SPOT',
 'LAMP_HEMI', 'LAMP_AREA', 'META_PLANE', 'META_CUBE', 'META_BALL',
 'META_ELLIPSOID', 'META_CAPSULE', 'SURFACE_NCURVE', 'SUR-
 FACE_NCIRCLE', 'SURFACE_NSURFACE', 'SURFACE_NCYLINDER',
 'SURFACE_NSPPHERE', 'SURFACE_NTORUS', 'CURVE_BEZCURVE',
 'CURVE_BEZCIRCLE', 'CURVE_NCURVE', 'CURVE_NCIRCLE', 'CURVE_PATH',
 'FORCE_FORCE', 'FORCE_WIND', 'FORCE_VORTEX', 'FORCE_MAGNETIC',
 'FORCE_HARMONIC', 'FORCE_CHARGE', 'FORCE_LENNARDJONES',
 'FORCE_TEXTURE', 'FORCE_CURVE', 'FORCE_BOID', 'FORCE_TURBULENCE',
 'FORCE_DRAG', 'MODIFIER', 'MOD_WAVE', 'MOD_BUILD', 'MOD_DECIM',
 'MOD_MIRROR', 'MOD_SOFT', 'MOD_SUBSURF', 'HOOK', 'MOD_PHYSICS',
 'MOD_PARTICLES', 'MOD_BOOLEAN', 'MOD_EDGESPLIT', 'MOD_ARRAY',
 'MOD_UVPROJECT', 'MOD_DISPLACE', 'MOD_CURVE', 'MOD_LATTICE',
 'CONSTRAINT_DATA', 'MOD_ARMATURE', 'MOD_SHRINKWRAP',
 'MOD_CAST', 'MOD_MESHDEFORM', 'MOD_BEVEL', 'MOD_SMOOTH',
 'MOD_SIMPLEDEFORM', 'MOD_MASK', 'MOD_CLOTH', 'MOD_EXPLODE',
 'MOD_FLUIDSIM', 'MOD_MULTITRES', 'MOD_SMOKE', 'MOD_SOLIDIFY',
 'MOD_SCREW', 'REC', 'PLAY', 'FF', 'REW', 'PAUSE', 'PREV_KEYFRAME',
 'NEXT_KEYFRAME', 'PLAY_AUDIO', 'PLAY_REVERSE', 'PREVIEW_RANGE',
 'PMARKER_ACT', 'PMARKER_SEL', 'PMARKER', 'MARKER_HLT', 'MARKER',
 'SPACE2', 'SPACE3', 'KEY_DEHLT', 'KEY_HLT', 'MUTE_IPO_OFF',
 'MUTE_IPO_ON', 'VERTEXSEL', 'EDGESEL', 'FACESEL', 'ROTATE', 'CUR-
 SOR', 'ROTATECOLLECTION', 'ROTATECENTER', 'ROTACTIVE', 'ALIGN',
 'SMOOTHCURVE', 'SPHERECURVE', 'ROOTCURVE', 'SHARPCURVE',

'LINCURVE', 'NOCURVE', 'RNDCURVE', 'PROP_OFF', 'PROP_ON', 'PROP_CON', 'PARTICLE_POINT', 'PARTICLE_TIP', 'PARTICLE_PATH', 'MAN_TRANS', 'MAN_ROT', 'MAN_SCALE', 'MANIPUL', 'SNAP_OFF', 'SNAP_ON', 'SNAP_NORMAL', 'SNAP_INCREMENT', 'SNAP_VERTEX', 'SNAP_EDGE', 'SNAP_FACE', 'SNAP_VOLUME', 'STICKY_UVS_LOC', 'STICKY_UVS_DISABLE', 'STICKY_UVS_VERT', 'CLIPUV_DEHLT', 'CLIPUV_HLT', 'SNAP_PEEL_OBJECT', 'GRID', 'PASTEDOWN', 'COPYDOWN', 'PASTEFLIPUP', 'PASTEFLIPDOWN', 'SNAP_SURFACE', 'RETOPO', 'UV_VERTEXSEL', 'UV_EDGESEL', 'UV_FACESEL', 'UV_ISLANDSEL', 'UV_SYNC_SELECT', 'BBOX', 'WIRE', 'SOLID', 'SMOOTH', 'POTATO', 'ORTHO', 'LOCKVIEW_OFF', 'LOCKVIEW_ON', 'AXIS_SIDE', 'AXIS_FRONT', 'AXIS_TOP', 'NDOF_DOM', 'NDOF_TURN', 'NDOF_FLY', 'NDOF_TRANS', 'LAYER_USED', 'LAYER_ACTIVE', 'SORTALPHA', 'SORTBYEXT', 'SORTTIME', 'SORTSIZE', 'LONGDISPLAY', 'SHORTDISPLAY', 'GHOST', 'IMGDISPLAY', 'BOOKMARKS', 'FONTPREVIEW', 'FILTER', 'NEWFOLDER', 'FILE_PARENT', 'FILE_REFRESH', 'FILE_FOLDER', 'FILE_BLANK', 'FILE_BLEND', 'FILE_IMAGE', 'FILE_MOVIE', 'FILE_SCRIPT', 'FILE_SOUND', 'FILE_FONT', 'BACK', 'FORWARD', 'DISK_DRIVE', 'MATPLANE', 'MATSPHERE', 'MATCUBE', 'MONKEY', 'HAIR', 'ALIASSED', 'ANTIALIASSED', 'MAT_SPHERE_SKY', 'WORDWRAP_OFF', 'WORDWRAP_ON', 'SYNTAX_OFF', 'SYNTAX_ON', 'LINENUMBERS_OFF', 'LINENUMBERS_ON', 'SCRIPTPLUGINS', 'SEQ_SEQUENCER', 'SEQ_PREVIEW', 'SEQ_LUMA_WAVEFORM', 'SEQ_CHROMA_SCOPE', 'SEQ_HISTOGRAM', 'SEQ_SPLITVIEW', 'IMAGE_RGB', 'IMAGE_RGB_ALPHA', 'IMAGE_ALPHA', 'IMAGE_ZDEPTH', 'IMAGEFILE', 'BRUSH_ADD', 'BRUSH_BLOB', 'BRUSH_BLUR', 'BRUSH_CLAY', 'BRUSH_CLONE', 'BRUSH_CREASE', 'BRUSH_DARKEN', 'BRUSH_FILL', 'BRUSH_FLATTEN', 'BRUSH_GRAB', 'BRUSH_INFLATE', 'BRUSH_LAYER', 'BRUSH_LIGHTEN', 'BRUSH_MIX', 'BRUSH_MULTIPLY', 'BRUSH_NUDGE', 'BRUSH_PINCH', 'BRUSH_SCRAPE', 'BRUSH_SCULPT_DRAW', 'BRUSH_SMEAR', 'BRUSH_SMOOTH', 'BRUSH_SNAKE_HOOK', 'BRUSH_SOFTEN', 'BRUSH_SUBTRACT', 'BRUSH_TEXDRAW', 'BRUSH_THUMB', 'BRUSH_ROTATE', 'BRUSH_VERTEXDRAW', 'VIEW3D_VEC', 'EDIT_VEC', 'EDITMODE_DEHLT', 'EDITMODE_HLT', 'DISCLOSURE_TRI_RIGHT_VEC', 'DISCLOSURE_TRI_DOWN_VEC', 'MOVE_UP_VEC', 'MOVE_DOWN_VEC', 'X_VEC', 'SMALL_TRI_RIGHT_VEC'], (optional)) – Icon, Override automatic icon of the item

prop_search (*data*, *property*, *search_data*, *search_property*, *text*="", *icon*='BLENDER')

prop_search

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **search_data** (*AnyType*, (never None)) – Data from which to take collection to search in.
- **search_property** (*string*) – Identifier of search collection property.
- **text** (*string*, (optional)) – Override automatic text of the item.
- **icon** (*enum in* ['BLENDER', 'QUESTION', 'ERROR', 'CANCEL', 'TRIA_RIGHT', 'TRIA_DOWN', 'TRIA_LEFT', 'TRIA_UP', 'ARROW_LEFTRIGHT', 'PLUS', 'DISCLOSURE_TRI_DOWN', 'DISCLOSURE_TRI_RIGHT', 'RADIOBUT_OFF', 'RADIOBUT_ON', 'MENU_PANEL', 'DOT', 'X', 'GO_LEFT', 'PLUG', 'UI', 'NODE', 'NODE_SEL', 'FULLSCREEN', 'SPLITSCREEN', 'RIGHTARROW_THIN', 'BORDERMOVE', 'VIEWZOOM', 'ZOOMIN', 'ZOOMOUT', 'PANEL_CLOSE', 'COPY_ID', 'EYEDROPPER', 'LINK_AREA', 'AUTO', 'CHECKBOX_DEHLT', 'CHECKBOX_HLT', 'UNLOCKED', 'LOCKED', 'UNPINNED', 'PINNED', 'SCREEN_BACK',

'RIGHTARROW', 'DOWNARROW_HLT', 'DOTSUP', 'DOTSDOWN', 'LINK', 'IN-LINK', 'PLUGIN', 'HELP', 'GHOST_ENABLED', 'COLOR', 'LINKED', 'UN-LINKED', 'HAND', 'ZOOM_ALL', 'ZOOM_SELECTED', 'ZOOM_PREVIOUS', 'ZOOM_IN', 'ZOOM_OUT', 'RENDER_REGION', 'BORDER_RECT', 'BORDER_LASSO', 'FREEZE', 'STYLUS_PRESSURE', 'GHOST_DISABLED', 'NEW', 'FILE_TICK', 'QUIT', 'URL', 'RECOVER_LAST', 'FULLSCREEN_ENTER', 'FULLSCREEN_EXIT', 'BLANK1', 'LAMP', 'MATERIAL', 'TEXTURE', 'ANIM', 'WORLD', 'SCENE', 'EDIT', 'GAME', 'RADIO', 'SCRIPT', 'PARTICLES', 'PHYSICS', 'SPEAKER', 'TEXTURE_SHADED', 'VIEW3D', 'IPO', 'OOPS', 'BUTS', 'FILESEL', 'IMAGE_COL', 'INFO', 'SEQUENCE', 'TEXT', 'IMASEL', 'SOUND', 'ACTION', 'NLA', 'SCRIPTWIN', 'TIME', 'NODETREE', 'LOGIC', 'CONSOLE', 'PREFERENCES', 'ASSET_MANAGER', 'OBJECT_DATAMODE', 'EDIT-MODE_HLT', 'FACESEL_HLT', 'VPAINT_HLT', 'TPAINT_HLT', 'WPAINT_HLT', 'SCULPTMODE_HLT', 'POSE_HLT', 'PARTICLEMODE', 'LIGHTPAINT', 'SCENE_DATA', 'RENDERLAYERS', 'WORLD_DATA', 'OBJECT_DATA', 'MESH_DATA', 'CURVE_DATA', 'META_DATA', 'LATTICE_DATA', 'LAMP_DATA', 'MATERIAL_DATA', 'TEXTURE_DATA', 'ANIM_DATA', 'CAMERA_DATA', 'PARTICLE_DATA', 'LIBRARY_DATA_DIRECT', 'GROUP', 'ARMATURE_DATA', 'POSE_DATA', 'BONE_DATA', 'CONSTRAINT', 'SHAPEKEY_DATA', 'CONSTRAINT_BONE', 'PACKAGE', 'UGLYPACKAGE', 'BRUSH_DATA', 'IMAGE_DATA', 'FILE', 'FCURVE', 'FONT_DATA', 'RENDER_RESULT', 'SURFACE_DATA', 'EMPTY_DATA', 'SETTINGS', 'RENDER_ANIMATION', 'RENDER_STILL', 'BOIDS', 'STRANDS', 'LIBRARY_DATA_INDIRECT', 'GREASEPENCIL', 'GROUP_BONE', 'GROUP_VERTEX', 'GROUP_VCOL', 'GROUP_UVS', 'RNA', 'RNA_ADD', 'OUTLINER_OB_EMPTY', 'OUTLINER_OB_MESH', 'OUTLINER_OB_CURVE', 'OUTLINER_OB_LATTICE', 'OUTLINER_OB_META', 'OUTLINER_OB_LAMP', 'OUTLINER_OB_CAMERA', 'OUTLINER_OB_ARMATURE', 'OUTLINER_OB_FONT', 'OUTLINER_OB_SURFACE', 'RESTRICT_VIEW_OFF', 'RESTRICT_VIEW_ON', 'RESTRICT_SELECT_OFF', 'RESTRICT_SELECT_ON', 'RESTRICT_RENDER_OFF', 'RESTRICT_RENDER_ON', 'OUTLINER_DATA_EMPTY', 'OUTLINER_DATA_MESH', 'OUTLINER_DATA_CURVE', 'OUTLINER_DATA_LATTICE', 'OUTLINER_DATA_META', 'OUTLINER_DATA_LAMP', 'OUTLINER_DATA_CAMERA', 'OUTLINER_DATA_ARMATURE', 'OUTLINER_DATA_FONT', 'OUTLINER_DATA_SURFACE', 'OUTLINER_DATA_POSE', 'MESH_PLANE', 'MESH_CUBE', 'MESH_CIRCLE', 'MESH_UVSPHERE', 'MESH_ICOSPHERE', 'MESH_GRID', 'MESH_MONKEY', 'MESH_CYLINDER', 'MESH_TORUS', 'MESH_CONE', 'LAMP_POINT', 'LAMP_SUN', 'LAMP_SPOT', 'LAMP_HEMI', 'LAMP_AREA', 'META_PLANE', 'META_CUBE', 'META_BALL', 'META_ELLIPSOID', 'META_CAPSULE', 'SURFACE_NCURVE', 'SURFACE_NCIRCLE', 'SURFACE_NSURFACE', 'SURFACE_NCYLINDER', 'SURFACE_NSPPHERE', 'SURFACE_NTORUS', 'CURVE_BEZCURVE', 'CURVE_BEZCIRCLE', 'CURVE_NCURVE', 'CURVE_NCIRCLE', 'CURVE_PATH', 'FORCE_FORCE', 'FORCE_WIND', 'FORCE_VORTEX', 'FORCE_MAGNETIC', 'FORCE_HARMONIC', 'FORCE_CHARGE', 'FORCE_LENNARDJONES', 'FORCE_TEXTURE', 'FORCE_CURVE', 'FORCE_BOID', 'FORCE_TURBULENCE', 'FORCE_DRAG', 'MODIFIER', 'MOD_WAVE', 'MOD_BUILD', 'MOD_DECIM', 'MOD_MIRROR', 'MOD_SOFT', 'MOD_SUBSURF', 'HOOK', 'MOD_PHYSICS', 'MOD_PARTICLES', 'MOD_BOOLEAN', 'MOD_EDGESPLIT', 'MOD_ARRAY', 'MOD_UVPROJECT', 'MOD_DISPLACE', 'MOD_CURVE', 'MOD_LATTICE', 'CONSTRAINT_DATA', 'MOD_ARMATURE', 'MOD_SHRINKWRAP', 'MOD_CAST', 'MOD_MESHDEFORM', 'MOD_BEVEL', 'MOD_SMOOTH', 'MOD_SIMPLEDEFORM', 'MOD_MASK', 'MOD_CLOTH', 'MOD_EXPLODE', 'MOD_FLUIDSIM', 'MOD_MULTIRES', 'MOD_SMOKE', 'MOD_SOLIDIFY', 'MOD_SCREW', 'REC', 'PLAY', 'FF', 'REW', 'PAUSE', 'PREV_KEYFRAME',

'NEXT_KEYFRAME', 'PLAY_AUDIO', 'PLAY_REVERSE', 'PREVIEW_RANGE', 'PMARKER_ACT', 'PMARKER_SEL', 'PMARKER', 'MARKER_HLT', 'MARKER', 'SPACE2', 'SPACE3', 'KEY_DEHLT', 'KEY_HLT', 'MUTE_IPO_OFF', 'MUTE_IPO_ON', 'VERTEXSEL', 'EDGESEL', 'FACESEL', 'ROTATE', 'CURSOR', 'ROTATECOLLECTION', 'ROTATECENTER', 'ROTACTIVE', 'ALIGN', 'SMOOTHCURVE', 'SPHERECURVE', 'ROOTCURVE', 'SHARPCURVE', 'LINCURVE', 'NOCURVE', 'RNDCURVE', 'PROP_OFF', 'PROP_ON', 'PROP_CON', 'PARTICLE_POINT', 'PARTICLE_TIP', 'PARTICLE_PATH', 'MAN_TRANS', 'MAN_ROT', 'MAN_SCALE', 'MANIPUL', 'SNAP_OFF', 'SNAP_ON', 'SNAP_NORMAL', 'SNAP_INCREMENT', 'SNAP_VERTEX', 'SNAP_EDGE', 'SNAP_FACE', 'SNAP_VOLUME', 'STICKY_UVS_LOC', 'STICKY_UVS_DISABLE', 'STICKY_UVS_VERT', 'CLIPUV_DEHLT', 'CLIPUV_HLT', 'SNAP_PEEL_OBJECT', 'GRID', 'PASTEDOWN', 'COPYDOWN', 'PASTEFLIPUP', 'PASTEFLIPDOWN', 'SNAP_SURFACE', 'RETOPO', 'UV_VERTEXSEL', 'UV_EDGESEL', 'UV_FACESEL', 'UV_ISLANDSEL', 'UV_SYNC_SELECT', 'BBOX', 'WIRE', 'SOLID', 'SMOOTH', 'POTATO', 'ORTHO', 'LOCKVIEW_OFF', 'LOCKVIEW_ON', 'AXIS_SIDE', 'AXIS_FRONT', 'AXIS_TOP', 'NDOF_DOM', 'NDOF_TURN', 'NDOF_FLY', 'NDOF_TRANS', 'LAYER_USED', 'LAYER_ACTIVE', 'SORTALPHA', 'SORTBYEXT', 'SORTTIME', 'SORTSIZE', 'LONGDISPLAY', 'SHORTDISPLAY', 'GHOST', 'IMGDISPLAY', 'BOOKMARKS', 'FONTPREVIEW', 'FILTER', 'NEWFOLDER', 'FILE_PARENT', 'FILE_REFRESH', 'FILE_FOLDER', 'FILE_BLANK', 'FILE_BLEND', 'FILE_IMAGE', 'FILE_MOVIE', 'FILE_SCRIPT', 'FILE_SOUND', 'FILE_FONT', 'BACK', 'FORWARD', 'DISK_DRIVE', 'MATPLANE', 'MATSPHERE', 'MATCUBE', 'MONKEY', 'HAIR', 'ALIASED', 'ANTIALIASED', 'MAT_SPHERE_SKY', 'WORDWRAP_OFF', 'WORDWRAP_ON', 'SYNTAX_OFF', 'SYNTAX_ON', 'LINENUMBERS_OFF', 'LINENUMBERS_ON', 'SCRIPTPLUGINS', 'SEQ_SEQUENCER', 'SEQ_PREVIEW', 'SEQ_LUMA_WAVEFORM', 'SEQ_CHROMA_SCOPE', 'SEQ_HISTOGRAM', 'SEQ_SPLITVIEW', 'IMAGE_RGB', 'IMAGE_RGB_ALPHA', 'IMAGE_ALPHA', 'IMAGE_ZDEPTH', 'IMAGEFILE', 'BRUSH_ADD', 'BRUSH_BLOB', 'BRUSH_BLUR', 'BRUSH_CLAY', 'BRUSH_CLONE', 'BRUSH_CREASE', 'BRUSH_DARKEN', 'BRUSH_FILL', 'BRUSH_FLATTEN', 'BRUSH_GRAB', 'BRUSH_INFLATE', 'BRUSH_LAYER', 'BRUSH_LIGHTEN', 'BRUSH_MIX', 'BRUSH_MULTIPLY', 'BRUSH_NUDGE', 'BRUSH_PINCH', 'BRUSH_SCRAPE', 'BRUSH_SCULPT_DRAW', 'BRUSH_SMEAR', 'BRUSH_SMOOTH', 'BRUSH_SNAKE_HOOK', 'BRUSH_SOFTEN', 'BRUSH_SUBTRACT', 'BRUSH_TEXDRAW', 'BRUSH_THUMB', 'BRUSH_ROTATE', 'BRUSH_VERTEXDRAW', 'VIEW3D_VEC', 'EDIT_VEC', 'EDITMODE_DEHLT', 'EDITMODE_HLT', 'DISCLOSURE_TRI_RIGHT_VEC', 'DISCLOSURE_TRI_DOWN_VEC', 'MOVE_UP_VEC', 'MOVE_DOWN_VEC', 'X_VEC', 'SMALL_TRI_RIGHT_VEC'], (optional)) – Icon, Override automatic icon of the item

operator (*operator*, *text*=" ", *icon*='BLENDER', *emboss*=True)

Item. Places a button into the layout to call an Operator.

Parameters

- **operator** (*string*) – Identifier of the operator.
- **text** (*string*, (optional)) – Override automatic text of the item.
- **icon** (*enum in* ['BLENDER', 'QUESTION', 'ERROR', 'CANCEL', 'TRIA_RIGHT', 'TRIA_DOWN', 'TRIA_LEFT', 'TRIA_UP', 'ARROW_LEFTRIGHT', 'PLUS', 'DISCLOSURE_TRI_DOWN', 'DISCLOSURE_TRI_RIGHT', 'RADIOBUT_OFF', 'RADIOBUT_ON', 'MENU_PANEL', 'DOT', 'X', 'GO_LEFT', 'PLUG', 'UI', 'NODE', 'NODE_SEL', 'FULLSCREEN', 'SPLITSCREEN', 'RIGHTARROW_THIN', 'BORDER_MOVE', 'VIEWZOOM', 'ZOOMIN', 'ZOOMOUT', 'PANEL_CLOSE', 'COPY_ID',

'EYEDROPPER', 'LINK_AREA', 'AUTO', 'CHECKBOX_DEHLT', 'CHECKBOX_HLT', 'UNLOCKED', 'LOCKED', 'UNPINNED', 'PINNED', 'SCREEN_BACK', 'RIGHTARROW', 'DOWNARROW_HLT', 'DOTSUP', 'DOTSDOWN', 'LINK', 'INLINK', 'PLUGIN', 'HELP', 'GHOST_ENABLED', 'COLOR', 'LINKED', 'UNLINKED', 'HAND', 'ZOOM_ALL', 'ZOOM_SELECTED', 'ZOOM_PREVIOUS', 'ZOOM_IN', 'ZOOM_OUT', 'RENDER_REGION', 'BORDER_RECT', 'BORDER_LASSO', 'FREEZE', 'STYLUS_PRESSURE', 'GHOST_DISABLED', 'NEW', 'FILE_TICK', 'QUIT', 'URL', 'RECOVER_LAST', 'FULLSCREEN_ENTER', 'FULLSCREEN_EXIT', 'BLANK1', 'LAMP', 'MATERIAL', 'TEXTURE', 'ANIM', 'WORLD', 'SCENE', 'EDIT', 'GAME', 'RADIO', 'SCRIPT', 'PARTICLES', 'PHYSICS', 'SPEAKER', 'TEXTURE_SHADED', 'VIEW3D', 'IPO', 'OOPS', 'BUTS', 'FILESEL', 'IMAGE_COL', 'INFO', 'SEQUENCE', 'TEXT', 'IMASEL', 'SOUND', 'ACTION', 'NLA', 'SCRIPTWIN', 'TIME', 'NODETREE', 'LOGIC', 'CONSOLE', 'PREFERENCES', 'ASSET_MANAGER', 'OBJECT_DATAMODE', 'EDITMODE_HLT', 'FACESEL_HLT', 'VPAIN_HLT', 'TPAIN_HLT', 'WPAIN_HLT', 'SCULPTMODE_HLT', 'POSE_HLT', 'PARTICLEMODE', 'LIGHTPAINT', 'SCENE_DATA', 'RENDERLAYERS', 'WORLD_DATA', 'OBJECT_DATA', 'MESH_DATA', 'CURVE_DATA', 'META_DATA', 'LATTICE_DATA', 'LAMP_DATA', 'MATERIAL_DATA', 'TEXTURE_DATA', 'ANIM_DATA', 'CAMERA_DATA', 'PARTICLE_DATA', 'LIBRARY_DATA_DIRECT', 'GROUP', 'ARMATURE_DATA', 'POSE_DATA', 'BONE_DATA', 'CONSTRAINT', 'SHAPEKEY_DATA', 'CONSTRAINT_BONE', 'PACKAGE', 'UGLYPACKAGE', 'BRUSH_DATA', 'IMAGE_DATA', 'FILE', 'FCURVE', 'FONT_DATA', 'RENDER_RESULT', 'SURFACE_DATA', 'EMPTY_DATA', 'SETTINGS', 'RENDER_ANIMATION', 'RENDER_STILL', 'BOIDS', 'STRANDS', 'LIBRARY_DATA_INDIRECT', 'GREASEPENCIL', 'GROUP_BONE', 'GROUP_VERTEX', 'GROUP_VCOL', 'GROUP_UVS', 'RNA', 'RNA_ADD', 'OUTLINER_OB_EMPTY', 'OUTLINER_OB_MESH', 'OUTLINER_OB_CURVE', 'OUTLINER_OB_LATTICE', 'OUTLINER_OB_META', 'OUTLINER_OB_LAMP', 'OUTLINER_OB_CAMERA', 'OUTLINER_OB_ARMATURE', 'OUTLINER_OB_FONT', 'OUTLINER_OB_SURFACE', 'RESTRICT_VIEW_OFF', 'RESTRICT_VIEW_ON', 'RESTRICT_SELECT_OFF', 'RESTRICT_SELECT_ON', 'RESTRICT_RENDER_OFF', 'RESTRICT_RENDER_ON', 'OUTLINER_DATA_EMPTY', 'OUTLINER_DATA_MESH', 'OUTLINER_DATA_CURVE', 'OUTLINER_DATA_LATTICE', 'OUTLINER_DATA_META', 'OUTLINER_DATA_LAMP', 'OUTLINER_DATA_CAMERA', 'OUTLINER_DATA_ARMATURE', 'OUTLINER_DATA_FONT', 'OUTLINER_DATA_SURFACE', 'OUTLINER_DATA_POSE', 'MESH_PLANE', 'MESH_CUBE', 'MESH_CIRCLE', 'MESH_UVSPHERE', 'MESH_ICOSPHERE', 'MESH_GRID', 'MESH_MONKEY', 'MESH_CYLINDER', 'MESH_TORUS', 'MESH_CONE', 'LAMP_POINT', 'LAMP_SUN', 'LAMP_SPOT', 'LAMP_HEMI', 'LAMP_AREA', 'META_PLANE', 'META_CUBE', 'META_BALL', 'META_ELLIPSOID', 'META_CAPSULE', 'SURFACE_NCURVE', 'SURFACE_NCIRCLE', 'SURFACE_NSURFACE', 'SURFACE_NCYLINDER', 'SURFACE_NSPPHERE', 'SURFACE_NTORUS', 'CURVE_BEZCURVE', 'CURVE_BEZCIRCLE', 'CURVE_NCURVE', 'CURVE_NCIRCLE', 'CURVE_PATH', 'FORCE_FORCE', 'FORCE_WIND', 'FORCE_VORTEX', 'FORCE_MAGNETIC', 'FORCE_HARMONIC', 'FORCE_CHARGE', 'FORCE_LENNARDJONES', 'FORCE_TEXTURE', 'FORCE_CURVE', 'FORCE_BOID', 'FORCE_TURBULENCE', 'FORCE_DRAG', 'MODIFIER', 'MOD_WAVE', 'MOD_BUILD', 'MOD_DECIM', 'MOD_MIRROR', 'MOD_SOFT', 'MOD_SUBSURF', 'HOOK', 'MOD_PHYSICS', 'MOD_PARTICLES', 'MOD_BOOLEAN', 'MOD_EDGESPLIT', 'MOD_ARRAY', 'MOD_UVPROJECT', 'MOD_DISPLACE', 'MOD_CURVE', 'MOD_LATTICE', 'CONSTRAINT_DATA', 'MOD_ARMATURE', 'MOD_SHRINKWRAP', 'MOD_CAST', 'MOD_MESHDEFORM', 'MOD_BEVEL', 'MOD_SMOOTH', 'MOD_SIMPLEDEFORM', 'MOD_MASK', 'MOD_CLOTH', 'MOD_EXPLODE',

'MOD_FLUIDSIM', 'MOD_MULTIRES', 'MOD_SMOKE', 'MOD_SOLIDIFY', 'MOD_SCREW', 'REC', 'PLAY', 'FF', 'REW', 'PAUSE', 'PREV_KEYFRAME', 'NEXT_KEYFRAME', 'PLAY_AUDIO', 'PLAY_REVERSE', 'PREVIEW_RANGE', 'PMARKER_ACT', 'PMARKER_SEL', 'PMARKER', 'MARKER_HLT', 'MARKER', 'SPACE2', 'SPACE3', 'KEY_DEHLT', 'KEY_HLT', 'MUTE_IPO_OFF', 'MUTE_IPO_ON', 'VERTEXSEL', 'EDGESEL', 'FACESEL', 'ROTATE', 'CURSOR', 'ROTATECOLLECTION', 'ROTATECENTER', 'ROTACTIVE', 'ALIGN', 'SMOOTHCURVE', 'SPHERECURVE', 'ROOTCURVE', 'SHARPCURVE', 'LINCURVE', 'NOCURVE', 'RNDCURVE', 'PROP_OFF', 'PROP_ON', 'PROP_CON', 'PARTICLE_POINT', 'PARTICLE_TIP', 'PARTICLE_PATH', 'MAN_TRANS', 'MAN_ROT', 'MAN_SCALE', 'MANIPUL', 'SNAP_OFF', 'SNAP_ON', 'SNAP_NORMAL', 'SNAP_INCREMENT', 'SNAP_VERTEX', 'SNAP_EDGE', 'SNAP_FACE', 'SNAP_VOLUME', 'STICKY_UVS_LOC', 'STICKY_UVS_DISABLE', 'STICKY_UVS_VERT', 'CLIPUV_DEHLT', 'CLIPUV_HLT', 'SNAP_PEEL_OBJECT', 'GRID', 'PASTEDOWN', 'COPYDOWN', 'PASTEFLIPUP', 'PASTEFLIPDOWN', 'SNAP_SURFACE', 'RETOPO', 'UV_VERTEXSEL', 'UV_EDGESEL', 'UV_FACESEL', 'UV_ISLANDSEL', 'UV_SYNC_SELECT', 'BBOX', 'WIRE', 'SOLID', 'SMOOTH', 'POTATO', 'ORTHO', 'LOCKVIEW_OFF', 'LOCKVIEW_ON', 'AXIS_SIDE', 'AXIS_FRONT', 'AXIS_TOP', 'NDOF_DOM', 'NDOF_TURN', 'NDOF_FLY', 'NDOF_TRANS', 'LAYER_USED', 'LAYER_ACTIVE', 'SORTALPHA', 'SORTBYEXT', 'SORTTIME', 'SORTSIZE', 'LONGDISPLAY', 'SHORTDISPLAY', 'GHOST', 'IMGDISPLAY', 'BOOKMARKS', 'FONTPREVIEW', 'FILTER', 'NEWFOLDER', 'FILE_PARENT', 'FILE_REFRESH', 'FILE_FOLDER', 'FILE_BLANK', 'FILE_BLEND', 'FILE_IMAGE', 'FILE_MOVIE', 'FILE_SCRIPT', 'FILE_SOUND', 'FILE_FONT', 'BACK', 'FORWARD', 'DISK_DRIVE', 'MATPLANE', 'MATSPHERE', 'MATCUBE', 'MONKEY', 'HAIR', 'ALIASED', 'ANTIALIASED', 'MAT_SPHERE_SKY', 'WORDWRAP_OFF', 'WORDWRAP_ON', 'SYNTAX_OFF', 'SYNTAX_ON', 'LINENUMBERS_OFF', 'LINENUMBERS_ON', 'SCRIPTPLUGINS', 'SEQ_SEQUENCER', 'SEQ_PREVIEW', 'SEQ_LUMA_WAVEFORM', 'SEQ_CHROMA_SCOPE', 'SEQ_HISTOGRAM', 'SEQ_SPLITVIEW', 'IMAGE_RGB', 'IMAGE_RGB_ALPHA', 'IMAGE_ALPHA', 'IMAGE_ZDEPTH', 'IMAGEFILE', 'BRUSH_ADD', 'BRUSH_BLOB', 'BRUSH_BLUR', 'BRUSH_CLAY', 'BRUSH_CLONE', 'BRUSH_CREASE', 'BRUSH_DARKEN', 'BRUSH_FILL', 'BRUSH_FLATTEN', 'BRUSH_GRAB', 'BRUSH_INFLATE', 'BRUSH_LAYER', 'BRUSH_LIGHTEN', 'BRUSH_MIX', 'BRUSH_MULTIPLY', 'BRUSH_NUDGE', 'BRUSH_PINCH', 'BRUSH_SCRAPE', 'BRUSH_SCULPT_DRAW', 'BRUSH_SMEAR', 'BRUSH_SMOOTH', 'BRUSH_SNAKE_HOOK', 'BRUSH_SOFTEN', 'BRUSH_SUBTRACT', 'BRUSH_TEXDRAW', 'BRUSH_THUMB', 'BRUSH_ROTATE', 'BRUSH_VERTEXDRAW', 'VIEW3D_VEC', 'EDIT_VEC', 'EDITMODE_DEHLT', 'EDITMODE_HLT', 'DISCLOSURE_TRI_RIGHT_VEC', 'DISCLOSURE_TRI_DOWN_VEC', 'MOVE_UP_VEC', 'MOVE_DOWN_VEC', 'X_VEC', 'SMALL_TRI_RIGHT_VEC'], (optional)) – Icon, Override automatic icon of the item

- **emboss** (*boolean, (optional)*) – Draw the button itself, just the icon/text.

Returns Operator properties to fill in, return when 'properties' is set to true.

Return type `OperatorProperties`

operator_enums (*operator, property*)

operator_enums

Parameters

- **operator** (*string*) – Identifier of the operator.
- **property** (*string*) – Identifier of property in operator.

operator_menu_enum (*operator, property, text=""*, *icon='BLENDER'*)
operator_menu_enum

Parameters

- **operator** (*string*) – Identifier of the operator.
- **property** (*string*) – Identifier of property in operator.
- **text** (*string, (optional)*) – Override automatic text of the item.
- **icon** (*enum in ['BLENDER', 'QUESTION', 'ERROR', 'CANCEL', 'TRIA_RIGHT', 'TRIA_DOWN', 'TRIA_LEFT', 'TRIA_UP', 'ARROW_LEFTRIGHT', 'PLUS', 'DISCLOSURE_TRI_DOWN', 'DISCLOSURE_TRI_RIGHT', 'RADIOBUT_OFF', 'RADIOBUT_ON', 'MENU_PANEL', 'DOT', 'X', 'GO_LEFT', 'PLUG', 'UI', 'NODE', 'NODE_SEL', 'FULLSCREEN', 'SPLITSCREEN', 'RIGHTARROW_THIN', 'BORDERMOVE', 'VIEWZOOM', 'ZOOMIN', 'ZOOMOUT', 'PANEL_CLOSE', 'COPY_ID', 'EYEDROPPER', 'LINK_AREA', 'AUTO', 'CHECKBOX_DEHLT', 'CHECKBOX_HLT', 'UNLOCKED', 'LOCKED', 'UNPINNED', 'PINNED', 'SCREEN_BACK', 'RIGHTARROW', 'DOWNARROW_HLT', 'DOTSUP', 'DOTSDOWN', 'LINK', 'INLINK', 'PLUGIN', 'HELP', 'GHOST_ENABLED', 'COLOR', 'LINKED', 'UNLINKED', 'HAND', 'ZOOM_ALL', 'ZOOM_SELECTED', 'ZOOM_PREVIOUS', 'ZOOM_IN', 'ZOOM_OUT', 'RENDER_REGION', 'BORDER_RECT', 'BORDER_LASSO', 'FREEZE', 'STYLUS_PRESSURE', 'GHOST_DISABLED', 'NEW', 'FILE_TICK', 'QUIT', 'URL', 'RECOVER_LAST', 'FULLSCREEN_ENTER', 'FULLSCREEN_EXIT', 'BLANK1', 'LAMP', 'MATERIAL', 'TEXTURE', 'ANIM', 'WORLD', 'SCENE', 'EDIT', 'GAME', 'RADIO', 'SCRIPT', 'PARTICLES', 'PHYSICS', 'SPEAKER', 'TEXTURE_SHADED', 'VIEW3D', 'IPO', 'OOPS', 'BUTS', 'FILESEL', 'IMAGE_COL', 'INFO', 'SEQUENCE', 'TEXT', 'IMASEL', 'SOUND', 'ACTION', 'NLA', 'SCRIPTWIN', 'TIME', 'NODETREE', 'LOGIC', 'CONSOLE', 'PREFERENCES', 'ASSET_MANAGER', 'OBJECT_DATAMODE', 'EDITMODE_HLT', 'FACESEL_HLT', 'VPAINT_HLT', 'TPAINT_HLT', 'WPAINT_HLT', 'SCULPTMODE_HLT', 'POSE_HLT', 'PARTICLEMODE', 'LIGHTPAINT', 'SCENE_DATA', 'RENDERLAYERS', 'WORLD_DATA', 'OBJECT_DATA', 'MESH_DATA', 'CURVE_DATA', 'META_DATA', 'LATTICE_DATA', 'LAMP_DATA', 'MATERIAL_DATA', 'TEXTURE_DATA', 'ANIM_DATA', 'CAMERA_DATA', 'PARTICLE_DATA', 'LIBRARY_DATA_DIRECT', 'GROUP', 'ARMATURE_DATA', 'POSE_DATA', 'BONE_DATA', 'CONSTRAINT', 'SHAPEKEY_DATA', 'CONSTRAINT_BONE', 'PACKAGE', 'UGLYPACKAGE', 'BRUSH_DATA', 'IMAGE_DATA', 'FILE', 'FCURVE', 'FONT_DATA', 'RENDER_RESULT', 'SURFACE_DATA', 'EMPTY_DATA', 'SETTINGS', 'RENDER_ANIMATION', 'RENDER_STILL', 'BOIDS', 'STRANDS', 'LIBRARY_DATA_INDIRECT', 'GREASEPENCIL', 'GROUP_BONE', 'GROUP_VERTEX', 'GROUP_VCOL', 'GROUP_UVS', 'RNA', 'RNA_ADD', 'OUTLINER_OB_EMPTY', 'OUTLINER_OB_MESH', 'OUTLINER_OB_CURVE', 'OUTLINER_OB_LATTICE', 'OUTLINER_OB_META', 'OUTLINER_OB_LAMP', 'OUTLINER_OB_CAMERA', 'OUTLINER_OB_ARMATURE', 'OUTLINER_OB_FONT', 'OUTLINER_OB_SURFACE', 'RESTRICT_VIEW_OFF', 'RESTRICT_VIEW_ON', 'RESTRICT_SELECT_OFF', 'RESTRICT_SELECT_ON', 'RESTRICT_RENDER_OFF', 'RESTRICT_RENDER_ON', 'OUTLINER_DATA_EMPTY', 'OUTLINER_DATA_MESH', 'OUTLINER_DATA_CURVE', 'OUTLINER_DATA_LATTICE', 'OUTLINER_DATA_META', 'OUTLINER_DATA_LAMP', 'OUTLINER_DATA_CAMERA', 'OUTLINER_DATA_ARMATURE', 'OUTLINER_DATA_FONT', 'OUTLINER_DATA_SURFACE', 'OUTLINER_DATA_POSE', 'MESH_PLANE', 'MESH_CUBE', 'MESH_CIRCLE', 'MESH_UVSPHERE', 'MESH_ICOSPHERE', 'MESH_GRID', 'MESH_MONKEY', 'MESH_CYLINDER', 'MESH_TORUS', 'MESH_CONE', 'LAMP_POINT', 'LAMP_SUN', 'LAMP_SPOT',*

'LAMP_HEMI', 'LAMP_AREA', 'META_PLANE', 'META_CUBE', 'META_BALL',
 'META_ELLIPSOID', 'META_CAPSULE', 'SURFACE_NCURVE', 'SUR-
 FACE_NCIRCLE', 'SURFACE_NSURFACE', 'SURFACE_NCYLINDER',
 'SURFACE_NSHERE', 'SURFACE_NTORUS', 'CURVE_BEZCURVE',
 'CURVE_BEZCIRCLE', 'CURVE_NCURVE', 'CURVE_NCIRCLE', 'CURVE_PATH',
 'FORCE_FORCE', 'FORCE_WIND', 'FORCE_VORTEX', 'FORCE_MAGNETIC',
 'FORCE_HARMONIC', 'FORCE_CHARGE', 'FORCE_LENNARDJONES',
 'FORCE_TEXTURE', 'FORCE_CURVE', 'FORCE_BOID', 'FORCE_TURBULENCE',
 'FORCE_DRAG', 'MODIFIER', 'MOD_WAVE', 'MOD_BUILD', 'MOD_DECIM',
 'MOD_MIRROR', 'MOD_SOFT', 'MOD_SUBSURF', 'HOOK', 'MOD_PHYSICS',
 'MOD_PARTICLES', 'MOD_BOOLEAN', 'MOD_EDGESPLIT', 'MOD_ARRAY',
 'MOD_UVPROJECT', 'MOD_DISPLACE', 'MOD_CURVE', 'MOD_LATTICE',
 'CONSTRAINT_DATA', 'MOD_ARMATURE', 'MOD_SHRINKWRAP',
 'MOD_CAST', 'MOD_MESHDEFORM', 'MOD_BEVEL', 'MOD_SMOOTH',
 'MOD_SIMPLEDEFORM', 'MOD_MASK', 'MOD_CLOTH', 'MOD_EXPLODE',
 'MOD_FLUIDSIM', 'MOD_MULTIRES', 'MOD_SMOKE', 'MOD_SOLIDIFY',
 'MOD_SCREW', 'REC', 'PLAY', 'FF', 'REW', 'PAUSE', 'PREV_KEYFRAME',
 'NEXT_KEYFRAME', 'PLAY_AUDIO', 'PLAY_REVERSE', 'PREVIEW_RANGE',
 'PMARKER_ACT', 'PMARKER_SEL', 'PMARKER', 'MARKER_HLT', 'MARKER',
 'SPACE2', 'SPACE3', 'KEY_DEHLT', 'KEY_HLT', 'MUTE_IPO_OFF',
 'MUTE_IPO_ON', 'VERTEXSEL', 'EDGESEL', 'FACESEL', 'ROTATE', 'CUR-
 SOR', 'ROTATECOLLECTION', 'ROTATECENTER', 'ROTACTIVE', 'ALIGN',
 'SMOOTHCURVE', 'SPHERECURVE', 'ROOTCURVE', 'SHARPCURVE',
 'LINCURVE', 'NOCURVE', 'RNDCURVE', 'PROP_OFF', 'PROP_ON',
 'PROP_CON', 'PARTICLE_POINT', 'PARTICLE_TIP', 'PARTICLE_PATH',
 'MAN_TRANS', 'MAN_ROT', 'MAN_SCALE', 'MANIPUL', 'SNAP_OFF', 'SNAP_ON',
 'SNAP_NORMAL', 'SNAP_INCREMENT', 'SNAP_VERTEX', 'SNAP_EDGE',
 'SNAP_FACE', 'SNAP_VOLUME', 'STICKY_UVS_LOC', 'STICKY_UVS_DISABLE',
 'STICKY_UVS_VERT', 'CLIPUV_DEHLT', 'CLIPUV_HLT', 'SNAP_PEEL_OBJECT',
 'GRID', 'PASTEDOWN', 'COPYDOWN', 'PASTEFLIPUP', 'PASTEFLIP-
 DOWN', 'SNAP_SURFACE', 'RETOPO', 'UV_VERTEXSEL', 'UV_EDGESEL',
 'UV_FACESEL', 'UV_ISLANDSEL', 'UV_SYNC_SELECT', 'BBOX', 'WIRE',
 'SOLID', 'SMOOTH', 'POTATO', 'ORTHO', 'LOCKVIEW_OFF', 'LOCKVIEW_ON',
 'AXIS_SIDE', 'AXIS_FRONT', 'AXIS_TOP', 'NDOF_DOM', 'NDOF_TURN',
 'NDOF_FLY', 'NDOF_TRANS', 'LAYER_USED', 'LAYER_ACTIVE', 'SORTAL-
 PHA', 'SORTBYEXT', 'SORTTIME', 'SORTSIZE', 'LONGDISPLAY', 'SHORT-
 DISPLAY', 'GHOST', 'IMGDISPLAY', 'BOOKMARKS', 'FONTPREVIEW', 'FIL-
 TER', 'NEWFOLDER', 'FILE_PARENT', 'FILE_REFRESH', 'FILE_FOLDER',
 'FILE_BLANK', 'FILE_BLEND', 'FILE_IMAGE', 'FILE_MOVIE', 'FILE_SCRIPT',
 'FILE_SOUND', 'FILE_FONT', 'BACK', 'FORWARD', 'DISK_DRIVE', 'MAT-
 PLANE', 'MATSPHERE', 'MATCUBE', 'MONKEY', 'HAIR', 'ALIASED',
 'ANTIALIASED', 'MAT_SPHERE_SKY', 'WORDWRAP_OFF', 'WORD-
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 BERS_ON', 'SCRIPTPLUGINS', 'SEQ_SEQUENCER', 'SEQ_PREVIEW',
 'SEQ_LUMA_WAVEFORM', 'SEQ_CHROMA_SCOPE', 'SEQ_HISTOGRAM',
 'SEQ_SPLITVIEW', 'IMAGE_RGB', 'IMAGE_RGB_ALPHA', 'IMAGE_ALPHA', 'IM-
 AGE_ZDEPTH', 'IMAGEFILE', 'BRUSH_ADD', 'BRUSH_BLOB', 'BRUSH_BLUR',
 'BRUSH_CLAY', 'BRUSH_CLONE', 'BRUSH_CREASE', 'BRUSH_DARKEN',
 'BRUSH_FILL', 'BRUSH_FLATTEN', 'BRUSH_GRAB', 'BRUSH_INFLATE',
 'BRUSH_LAYER', 'BRUSH_LIGHTEN', 'BRUSH_MIX', 'BRUSH_MULTIPLY',
 'BRUSH_NUDGE', 'BRUSH_PINCH', 'BRUSH_SCRAPPE', 'BRUSH_SCULPT_DRAW',
 'BRUSH_SMEAR', 'BRUSH_SMOOTH', 'BRUSH_SNAKE_HOOK',
 'BRUSH_SOFTEN', 'BRUSH_SUBTRACT', 'BRUSH_TEXDRAW', 'BRUSH_THUMB',
 'BRUSH_ROTATE', 'BRUSH_VERTEXDRAW', 'VIEW3D_VEC', 'EDIT_VEC', 'ED-

`ITMODE_DEHLT`, `EDITMODE_HLT`, `DISCLOSURE_TRI_RIGHT_VEC`, `DISCLOSURE_TRI_DOWN_VEC`, `MOVE_UP_VEC`, `MOVE_DOWN_VEC`, `X_VEC`, `SMALL_TRI_RIGHT_VEC`], (optional)) – Icon, Override automatic icon of the item

label (*text*=" ", *icon*='BLENDER')

Item. Display text in the layout.

Parameters

- **text** (*string*, (optional)) – Override automatic text of the item.
- **icon** (*enum in* [`'BLENDER'`, `'QUESTION'`, `'ERROR'`, `'CANCEL'`, `'TRIA_RIGHT'`, `'TRIA_DOWN'`, `'TRIA_LEFT'`, `'TRIA_UP'`, `'ARROW_LEFTRIGHT'`, `'PLUS'`, `'DISCLOSURE_TRI_DOWN'`, `'DISCLOSURE_TRI_RIGHT'`, `'RADIOBUT_OFF'`, `'RADIOBUT_ON'`, `'MENU_PANEL'`, `'DOT'`, `'X'`, `'GO_LEFT'`, `'PLUG'`, `'UI'`, `'NODE'`, `'NODE_SEL'`, `'FULLSCREEN'`, `'SPLITSCREEN'`, `'RIGHTARROW_THIN'`, `'BORDERMOVE'`, `'VIEWZOOM'`, `'ZOOMIN'`, `'ZOOMOUT'`, `'PANEL_CLOSE'`, `'COPY_ID'`, `'EYEDROPPER'`, `'LINK_AREA'`, `'AUTO'`, `'CHECKBOX_DEHLT'`, `'CHECKBOX_HLT'`, `'UNLOCKED'`, `'LOCKED'`, `'UNPINNED'`, `'PINNED'`, `'SCREEN_BACK'`, `'RIGHTARROW'`, `'DOWNARROW_HLT'`, `'DOTSUP'`, `'DOTSDOWN'`, `'LINK'`, `'INLINK'`, `'PLUGIN'`, `'HELP'`, `'GHOST_ENABLED'`, `'COLOR'`, `'LINKED'`, `'UNLINKED'`, `'HAND'`, `'ZOOM_ALL'`, `'ZOOM_SELECTED'`, `'ZOOM_PREVIOUS'`, `'ZOOM_IN'`, `'ZOOM_OUT'`, `'RENDER_REGION'`, `'BORDER_RECT'`, `'BORDER_LASSO'`, `'FREEZE'`, `'STYLUS_PRESSURE'`, `'GHOST_DISABLED'`, `'NEW'`, `'FILE_TICK'`, `'QUIT'`, `'URL'`, `'RECOVER_LAST'`, `'FULLSCREEN_ENTER'`, `'FULLSCREEN_EXIT'`, `'BLANK1'`, `'LAMP'`, `'MATERIAL'`, `'TEXTURE'`, `'ANIM'`, `'WORLD'`, `'SCENE'`, `'EDIT'`, `'GAME'`, `'RADIO'`, `'SCRIPT'`, `'PARTICLES'`, `'PHYSICS'`, `'SPEAKER'`, `'TEXTURE_SHADED'`, `'VIEW3D'`, `'IPO'`, `'OOPS'`, `'BUTS'`, `'FILESEL'`, `'IMAGE_COL'`, `'INFO'`, `'SEQUENCE'`, `'TEXT'`, `'IMASEL'`, `'SOUND'`, `'ACTION'`, `'NLA'`, `'SCRIPTWIN'`, `'TIME'`, `'NODETREE'`, `'LOGIC'`, `'CONSOLE'`, `'PREFERENCES'`, `'ASSET_MANAGER'`, `'OBJECT_DATAMODE'`, `'EDITMODE_HLT'`, `'FACESEL_HLT'`, `'VPAINT_HLT'`, `'TPAINT_HLT'`, `'WPAINT_HLT'`, `'SCULPTMODE_HLT'`, `'POSE_HLT'`, `'PARTICLEMODE'`, `'LIGHTPAINT'`, `'SCENE_DATA'`, `'RENDERLAYERS'`, `'WORLD_DATA'`, `'OBJECT_DATA'`, `'MESH_DATA'`, `'CURVE_DATA'`, `'META_DATA'`, `'LATTICE_DATA'`, `'LAMP_DATA'`, `'MATERIAL_DATA'`, `'TEXTURE_DATA'`, `'ANIM_DATA'`, `'CAMERA_DATA'`, `'PARTICLE_DATA'`, `'LIBRARY_DATA_DIRECT'`, `'GROUP'`, `'ARMATURE_DATA'`, `'POSE_DATA'`, `'BONE_DATA'`, `'CONSTRAINT'`, `'SHAPEKEY_DATA'`, `'CONSTRAINT_BONE'`, `'PACKAGE'`, `'UGLYPACKAGE'`, `'BRUSH_DATA'`, `'IMAGE_DATA'`, `'FILE'`, `'FCURVE'`, `'FONT_DATA'`, `'RENDER_RESULT'`, `'SURFACE_DATA'`, `'EMPTY_DATA'`, `'SETTINGS'`, `'RENDER_ANIMATION'`, `'RENDER_STILL'`, `'BOIDS'`, `'STRANDS'`, `'LIBRARY_DATA_INDIRECT'`, `'GREASEPENCIL'`, `'GROUP_BONE'`, `'GROUP_VERTEX'`, `'GROUP_VCOL'`, `'GROUP_UVS'`, `'RNA'`, `'RNA_ADD'`, `'OUTLINER_OB_EMPTY'`, `'OUTLINER_OB_MESH'`, `'OUTLINER_OB_CURVE'`, `'OUTLINER_OB_LATTICE'`, `'OUTLINER_OB_META'`, `'OUTLINER_OB_LAMP'`, `'OUTLINER_OB_CAMERA'`, `'OUTLINER_OB_ARMATURE'`, `'OUTLINER_OB_FONT'`, `'OUTLINER_OB_SURFACE'`, `'RESTRICT_VIEW_OFF'`, `'RESTRICT_VIEW_ON'`, `'RESTRICT_SELECT_OFF'`, `'RESTRICT_SELECT_ON'`, `'RESTRICT_RENDER_OFF'`, `'RESTRICT_RENDER_ON'`, `'OUTLINER_DATA_EMPTY'`, `'OUTLINER_DATA_MESH'`, `'OUTLINER_DATA_CURVE'`, `'OUTLINER_DATA_LATTICE'`, `'OUTLINER_DATA_META'`, `'OUTLINER_DATA_LAMP'`, `'OUTLINER_DATA_CAMERA'`, `'OUTLINER_DATA_ARMATURE'`, `'OUTLINER_DATA_FONT'`, `'OUTLINER_DATA_SURFACE'`, `'OUTLINER_DATA_POSE'`, `'MESH_PLANE'`, `'MESH_CUBE'`, `'MESH_CIRCLE'`, `'MESH_UVSPHERE'`, `'MESH_ICOSPHERE'`, `'MESH_GRID'`, `'MESH_MONKEY'`, `'MESH_CYLINDER'`, `'MESH_TORUS'`, `'MESH_CONE'`, `'LAMP_POINT'`, `'LAMP_SUN'`, `'LAMP_SPOT'`,

'LAMP_HEMI', 'LAMP_AREA', 'META_PLANE', 'META_CUBE', 'META_BALL',
 'META_ELLIPSOID', 'META_CAPSULE', 'SURFACE_NCURVE', 'SUR-
 FACE_NCIRCLE', 'SURFACE_NSURFACE', 'SURFACE_NCYLINDER',
 'SURFACE_NSPPHERE', 'SURFACE_NTORUS', 'CURVE_BEZCURVE',
 'CURVE_BEZCIRCLE', 'CURVE_NCURVE', 'CURVE_NCIRCLE', 'CURVE_PATH',
 'FORCE_FORCE', 'FORCE_WIND', 'FORCE_VORTEX', 'FORCE_MAGNETIC',
 'FORCE_HARMONIC', 'FORCE_CHARGE', 'FORCE_LENNARDJONES',
 'FORCE_TEXTURE', 'FORCE_CURVE', 'FORCE_BOID', 'FORCE_TURBULENCE',
 'FORCE_DRAG', 'MODIFIER', 'MOD_WAVE', 'MOD_BUILD', 'MOD_DECIM',
 'MOD_MIRROR', 'MOD_SOFT', 'MOD_SUBSURF', 'HOOK', 'MOD_PHYSICS',
 'MOD_PARTICLES', 'MOD_BOOLEAN', 'MOD_EDGESPLIT', 'MOD_ARRAY',
 'MOD_UVPROJECT', 'MOD_DISPLACE', 'MOD_CURVE', 'MOD_LATTICE',
 'CONSTRAINT_DATA', 'MOD_ARMATURE', 'MOD_SHRINKWRAP',
 'MOD_CAST', 'MOD_MESHDEFORM', 'MOD_BEVEL', 'MOD_SMOOTH',
 'MOD_SIMPLEDEFORM', 'MOD_MASK', 'MOD_CLOTH', 'MOD_EXPLODE',
 'MOD_FLUIDSIM', 'MOD_MULTIRES', 'MOD_SMOKE', 'MOD_SOLIDIFY',
 'MOD_SCREW', 'REC', 'PLAY', 'FF', 'REW', 'PAUSE', 'PREV_KEYFRAME',
 'NEXT_KEYFRAME', 'PLAY_AUDIO', 'PLAY_REVERSE', 'PREVIEW_RANGE',
 'PMARKER_ACT', 'PMARKER_SEL', 'PMARKER', 'MARKER_HLT', 'MARKER',
 'SPACE2', 'SPACE3', 'KEY_DEHLT', 'KEY_HLT', 'MUTE_IPO_OFF',
 'MUTE_IPO_ON', 'VERTEXSEL', 'EDGESEL', 'FACESEL', 'ROTATE', 'CUR-
 SOR', 'ROTATECOLLECTION', 'ROTATECENTER', 'ROTACTIVE', 'ALIGN',
 'SMOOTHCURVE', 'SPHERECURVE', 'ROOTCURVE', 'SHARPCURVE',
 'LINCURVE', 'NOCURVE', 'RNDCURVE', 'PROP_OFF', 'PROP_ON',
 'PROP_CON', 'PARTICLE_POINT', 'PARTICLE_TIP', 'PARTICLE_PATH',
 'MAN_TRANS', 'MAN_ROT', 'MAN_SCALE', 'MANIPUL', 'SNAP_OFF', 'SNAP_ON',
 'SNAP_NORMAL', 'SNAP_INCREMENT', 'SNAP_VERTEX', 'SNAP_EDGE',
 'SNAP_FACE', 'SNAP_VOLUME', 'STICKY_UVS_LOC', 'STICKY_UVS_DISABLE',
 'STICKY_UVS_VERT', 'CLIPUV_DEHLT', 'CLIPUV_HLT', 'SNAP_PEEL_OBJECT',
 'GRID', 'PASTEDOWN', 'COPYDOWN', 'PASTEFLIPUP', 'PASTEFLIP-
 DOWN', 'SNAP_SURFACE', 'RETOPO', 'UV_VERTEXSEL', 'UV_EDGESEL',
 'UV_FACESEL', 'UV_ISLANDSEL', 'UV_SYNC_SELECT', 'BBOX', 'WIRE',
 'SOLID', 'SMOOTH', 'POTATO', 'ORTHO', 'LOCKVIEW_OFF', 'LOCKVIEW_ON',
 'AXIS_SIDE', 'AXIS_FRONT', 'AXIS_TOP', 'NDOF_DOM', 'NDOF_TURN',
 'NDOF_FLY', 'NDOF_TRANS', 'LAYER_USED', 'LAYER_ACTIVE', 'SORTAL-
 PHA', 'SORTBYEXT', 'SORTTIME', 'SORTSIZE', 'LONGDISPLAY', 'SHORT-
 DISPLAY', 'GHOST', 'IMGDISPLAY', 'BOOKMARKS', 'FONTPREVIEW', 'FIL-
 TER', 'NEWFOLDER', 'FILE_PARENT', 'FILE_REFRESH', 'FILE_FOLDER',
 'FILE_BLANK', 'FILE_BLEND', 'FILE_IMAGE', 'FILE_MOVIE', 'FILE_SCRIPT',
 'FILE_SOUND', 'FILE_FONT', 'BACK', 'FORWARD', 'DISK_DRIVE', 'MAT-
 PLANE', 'MATSPHERE', 'MATCUBE', 'MONKEY', 'HAIR', 'ALIASED',
 'ANTIALIASED', 'MAT_SPHERE_SKY', 'WORDWRAP_OFF', 'WORD-
 WRAP_ON', 'SYNTAX_OFF', 'SYNTAX_ON', 'LINENUMBERS_OFF', 'LINENUM-
 BERS_ON', 'SCRIPTPLUGINS', 'SEQ_SEQUENCER', 'SEQ_PREVIEW',
 'SEQ_LUMA_WAVEFORM', 'SEQ_CHROMA_SCOPE', 'SEQ_HISTOGRAM',
 'SEQ_SPLITVIEW', 'IMAGE_RGB', 'IMAGE_RGB_ALPHA', 'IMAGE_ALPHA', 'IM-
 AGE_ZDEPTH', 'IMAGEFILE', 'BRUSH_ADD', 'BRUSH_BLOB', 'BRUSH_BLUR',
 'BRUSH_CLAY', 'BRUSH_CLONE', 'BRUSH_CREASE', 'BRUSH_DARKEN',
 'BRUSH_FILL', 'BRUSH_FLATTEN', 'BRUSH_GRAB', 'BRUSH_INFLATE',
 'BRUSH_LAYER', 'BRUSH_LIGHTEN', 'BRUSH_MIX', 'BRUSH_MULTIPLY',
 'BRUSH_NUDGE', 'BRUSH_PINCH', 'BRUSH_SCRAP', 'BRUSH_SCULPT_DRAW',
 'BRUSH_SMEAR', 'BRUSH_SMOOTH', 'BRUSH_SNAKE_HOOK',
 'BRUSH_SOFTEN', 'BRUSH_SUBTRACT', 'BRUSH_TEXDRAW', 'BRUSH_THUMB',
 'BRUSH_ROTATE', 'BRUSH_VERTEXDRAW', 'VIEW3D_VEC', 'EDIT_VEC', 'ED-

`ITMODE_DEHLT`, `EDITMODE_HLT`, `DISCLOSURE_TRI_RIGHT_VEC`, `DISCLOSURE_TRI_DOWN_VEC`, `MOVE_UP_VEC`, `MOVE_DOWN_VEC`, `X_VEC`, `SMALL_TRI_RIGHT_VEC`], (optional)) – Icon, Override automatic icon of the item

`menu` (*menu*, *text*=" ", *icon*='BLENDER')

menu

Parameters

- **menu** (*string*) – Identifier of the menu.
- **text** (*string*, (optional)) – Override automatic text of the item.
- **icon** (*enum* in [`'BLENDER'`, `'QUESTION'`, `'ERROR'`, `'CANCEL'`, `'TRIA_RIGHT'`, `'TRIA_DOWN'`, `'TRIA_LEFT'`, `'TRIA_UP'`, `'ARROW_LEFTRIGHT'`, `'PLUS'`, `'DISCLOSURE_TRI_DOWN'`, `'DISCLOSURE_TRI_RIGHT'`, `'RADIOBUT_OFF'`, `'RADIOBUT_ON'`, `'MENU_PANEL'`, `'DOT'`, `'X'`, `'GO_LEFT'`, `'PLUG'`, `'UI'`, `'NODE'`, `'NODE_SEL'`, `'FULLSCREEN'`, `'SPLITSCREEN'`, `'RIGHTARROW_THIN'`, `'BORDERMOVE'`, `'VIEWZOOM'`, `'ZOOMIN'`, `'ZOOMOUT'`, `'PANEL_CLOSE'`, `'COPY_ID'`, `'EYEDROPPER'`, `'LINK_AREA'`, `'AUTO'`, `'CHECKBOX_DEHLT'`, `'CHECKBOX_HLT'`, `'UNLOCKED'`, `'LOCKED'`, `'UNPINNED'`, `'PINNED'`, `'SCREEN_BACK'`, `'RIGHTARROW'`, `'DOWNARROW_HLT'`, `'DOTSUP'`, `'DOTSDOWN'`, `'LINK'`, `'INLINK'`, `'PLUGIN'`, `'HELP'`, `'GHOST_ENABLED'`, `'COLOR'`, `'LINKED'`, `'UNLINKED'`, `'HAND'`, `'ZOOM_ALL'`, `'ZOOM_SELECTED'`, `'ZOOM_PREVIOUS'`, `'ZOOM_IN'`, `'ZOOM_OUT'`, `'RENDER_REGION'`, `'BORDER_RECT'`, `'BORDER_LASSO'`, `'FREEZE'`, `'STYLUS_PRESSURE'`, `'GHOST_DISABLED'`, `'NEW'`, `'FILE_TICK'`, `'QUIT'`, `'URL'`, `'RECOVER_LAST'`, `'FULLSCREEN_ENTER'`, `'FULLSCREEN_EXIT'`, `'BLANK1'`, `'LAMP'`, `'MATERIAL'`, `'TEXTURE'`, `'ANIM'`, `'WORLD'`, `'SCENE'`, `'EDIT'`, `'GAME'`, `'RADIO'`, `'SCRIPT'`, `'PARTICLES'`, `'PHYSICS'`, `'SPEAKER'`, `'TEXTURE_SHADED'`, `'VIEW3D'`, `'IPO'`, `'OOPS'`, `'BUTS'`, `'FILESEL'`, `'IMAGE_COL'`, `'INFO'`, `'SEQUENCE'`, `'TEXT'`, `'IMASEL'`, `'SOUND'`, `'ACTION'`, `'NLA'`, `'SCRIPTWIN'`, `'TIME'`, `'NODETREE'`, `'LOGIC'`, `'CONSOLE'`, `'PREFERENCES'`, `'ASSET_MANAGER'`, `'OBJECT_DATAMODE'`, `'EDITMODE_HLT'`, `'FACESEL_HLT'`, `'VPAINT_HLT'`, `'TPAINT_HLT'`, `'WPAINT_HLT'`, `'SCULPTMODE_HLT'`, `'POSE_HLT'`, `'PARTICLEMODE'`, `'LIGHTPAINT'`, `'SCENE_DATA'`, `'RENDERLAYERS'`, `'WORLD_DATA'`, `'OBJECT_DATA'`, `'MESH_DATA'`, `'CURVE_DATA'`, `'META_DATA'`, `'LATTICE_DATA'`, `'LAMP_DATA'`, `'MATERIAL_DATA'`, `'TEXTURE_DATA'`, `'ANIM_DATA'`, `'CAMERA_DATA'`, `'PARTICLE_DATA'`, `'LIBRARY_DATA_DIRECT'`, `'GROUP'`, `'ARMATURE_DATA'`, `'POSE_DATA'`, `'BONE_DATA'`, `'CONSTRAINT'`, `'SHAPEKEY_DATA'`, `'CONSTRAINT_BONE'`, `'PACKAGE'`, `'UGLYPACKAGE'`, `'BRUSH_DATA'`, `'IMAGE_DATA'`, `'FILE'`, `'FCURVE'`, `'FONT_DATA'`, `'RENDER_RESULT'`, `'SURFACE_DATA'`, `'EMPTY_DATA'`, `'SETTINGS'`, `'RENDER_ANIMATION'`, `'RENDER_STILL'`, `'BOIDS'`, `'STRANDS'`, `'LIBRARY_DATA_INDIRECT'`, `'GREASEPENCIL'`, `'GROUP_BONE'`, `'GROUP_VERTEX'`, `'GROUP_VCOL'`, `'GROUP_UVS'`, `'RNA'`, `'RNA_ADD'`, `'OUTLINER_OB_EMPTY'`, `'OUTLINER_OB_MESH'`, `'OUTLINER_OB_CURVE'`, `'OUTLINER_OB_LATTICE'`, `'OUTLINER_OB_META'`, `'OUTLINER_OB_LAMP'`, `'OUTLINER_OB_CAMERA'`, `'OUTLINER_OB_ARMATURE'`, `'OUTLINER_OB_FONT'`, `'OUTLINER_OB_SURFACE'`, `'RESTRICT_VIEW_OFF'`, `'RESTRICT_VIEW_ON'`, `'RESTRICT_SELECT_OFF'`, `'RESTRICT_SELECT_ON'`, `'RESTRICT_RENDER_OFF'`, `'RESTRICT_RENDER_ON'`, `'OUTLINER_DATA_EMPTY'`, `'OUTLINER_DATA_MESH'`, `'OUTLINER_DATA_CURVE'`, `'OUTLINER_DATA_LATTICE'`, `'OUTLINER_DATA_META'`, `'OUTLINER_DATA_LAMP'`, `'OUTLINER_DATA_CAMERA'`, `'OUTLINER_DATA_ARMATURE'`, `'OUTLINER_DATA_FONT'`, `'OUTLINER_DATA_SURFACE'`, `'OUTLINER_DATA_POSE'`, `'MESH_PLANE'`, `'MESH_CUBE'`, `'MESH_CIRCLE'`, `'MESH_UVSPHERE'`,

'MESH_ICOSPHERE', 'MESH_GRID', 'MESH_MONKEY', 'MESH_CYLINDER',
'MESH_TORUS', 'MESH_CONE', 'LAMP_POINT', 'LAMP_SUN', 'LAMP_SPOT',
'LAMP_HEMI', 'LAMP_AREA', 'META_PLANE', 'META_CUBE', 'META_BALL',
'META_ELLIPSOID', 'META_CAPSULE', 'SURFACE_NCURVE', 'SURFACE_NCIRCLE',
'SURFACE_NSURFACE', 'SURFACE_NCYLINDER', 'SURFACE_NSPPHERE',
'SURFACE_NTORUS', 'CURVE_BEZCURVE', 'CURVE_BEZCIRCLE', 'CURVE_NCURVE',
'CURVE_NCIRCLE', 'CURVE_PATH', 'FORCE_FORCE', 'FORCE_WIND', 'FORCE_VORTEX',
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'FORCE_TEXTURE', 'FORCE_CURVE', 'FORCE_BOID', 'FORCE_TURBULENCE',
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'MOD_MIRROR', 'MOD_SOFT', 'MOD_SUBSURF', 'HOOK', 'MOD_PHYSICS',
'MOD_PARTICLES', 'MOD_BOOLEAN', 'MOD_EDGESPLIT', 'MOD_ARRAY',
'MOD_UVPROJECT', 'MOD_DISPLACE', 'MOD_CURVE', 'MOD_LATTICE',
'CONSTRAINT_DATA', 'MOD_ARMATURE', 'MOD_SHRINKWRAP', 'MOD_CAST',
'MOD_MESHDEFORM', 'MOD_BEVEL', 'MOD_SMOOTH', 'MOD_SIMPLEDEFORM',
'MOD_MASK', 'MOD_CLOTH', 'MOD_EXPLODE', 'MOD_FLUIDSIM', 'MOD_MULTIRES',
'MOD_SMOKE', 'MOD_SOLIDIFY', 'MOD_SCREW', 'REC', 'PLAY', 'FF', 'REW', 'PAUSE',
'PREV_KEYFRAME', 'NEXT_KEYFRAME', 'PLAY_AUDIO', 'PLAY_REVERSE',
'PREVIEW_RANGE', 'PMARKER_ACT', 'PMARKER_SEL', 'PMARKER', 'MARKER_HLT',
'MARKER', 'SPACE2', 'SPACE3', 'KEY_DEHLT', 'KEY_HLT', 'MUTE_IPO_OFF',
'MUTE_IPO_ON', 'VERTEXSEL', 'EDGESEL', 'FACESEL', 'ROTATE', 'CURSOR',
'ROTATECOLLECTION', 'ROTATECENTER', 'ROTACTIVE', 'ALIGN', 'SMOOTHCURVE',
'SPHERECURVE', 'ROOTCURVE', 'SHARPCURVE', 'LINCURVE', 'NOCURVE',
'RNDCURVE', 'PROP_OFF', 'PROP_ON', 'PROP_CON', 'PARTICLE_POINT',
'PARTICLE_TIP', 'PARTICLE_PATH', 'MAN_TRANS', 'MAN_ROT', 'MAN_SCALE',
'MANIPUL', 'SNAP_OFF', 'SNAP_ON', 'SNAP_NORMAL', 'SNAP_INCREMENT',
'SNAP_VERTEX', 'SNAP_EDGE', 'SNAP_FACE', 'SNAP_VOLUME', 'STICKY_UVS_LOC',
'STICKY_UVS_DISABLE', 'STICKY_UVS_VERT', 'CLIPUV_DEHLT', 'CLIPUV_HLT',
'SNAP_PEEL_OBJECT', 'GRID', 'PASTEDOWN', 'COPYDOWN', 'PASTEFLIPUP',
'PASTEFLIPDOWN', 'SNAP_SURFACE', 'RETOPO', 'UV_VERTEXSEL', 'UV_EDGESEL',
'UV_FACESEL', 'UV_ISLANDSEL', 'UV_SYNC_SELECT', 'BBOX', 'WIRE', 'SOLID',
'SMOOTH', 'POTATO', 'ORTHO', 'LOCKVIEW_OFF', 'LOCKVIEW_ON', 'AXIS_SIDE',
'AXIS_FRONT', 'AXIS_TOP', 'NDOF_DOM', 'NDOF_TURN', 'NDOF_FLY',
'NDOF_TRANS', 'LAYER_USED', 'LAYER_ACTIVE', 'SORTALPHA', 'SORTBYEXT',
'SORTTIME', 'SORTSIZE', 'LONGDISPLAY', 'SHORTDISPLAY', 'GHOST',
'IMGDISPLAY', 'BOOKMARKS', 'FONTPREVIEW', 'FILTER', 'NEWFOLDER',
'FILE_PARENT', 'FILE_REFRESH', 'FILE_FOLDER', 'FILE_BLANK', 'FILE_BLEND',
'FILE_IMAGE', 'FILE_MOVIE', 'FILE_SCRIPT', 'FILE_SOUND', 'FILE_FONT',
'BACK', 'FORWARD', 'DISK_DRIVE', 'MATPLANE', 'MATSPHERE', 'MATCUBE',
'MONKEY', 'HAIR', 'ALIASSED', 'ANTIALIASSED', 'MAT_SPHERE_SKY',
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'LINENUMBERS_ON', 'SCRIPTPLUGINS', 'SEQ_SEQUENCER', 'SEQ_PREVIEW',
'SEQ_LUMA_WAVEFORM', 'SEQ_CHROMA_SCOPE', 'SEQ_HISTOGRAM', 'SEQ_SPLITVIEW',
'IMAGE_RGB', 'IMAGE_RGB_ALPHA', 'IMAGE_ALPHA', 'IMAGE_ZDEPTH', 'IMAGEFILE',
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'BRUSH_GRAB', 'BRUSH_INFLATE', 'BRUSH_LAYER', 'BRUSH_LIGHTEN',
'BRUSH_MIX', 'BRUSH_MULTIPLY', 'BRUSH_NUDGE', 'BRUSH_PINCH', 'BRUSH_SCRAPE',
'BRUSH_SCULPT_DRAW', 'BRUSH_SMEAR', 'BRUSH_SMOOTH', 'BRUSH_SNAKE_HOOK',

`'BRUSH_SOFTEN', 'BRUSH_SUBTRACT', 'BRUSH_TEXDRAW', 'BRUSH_THUMB', 'BRUSH_ROTATE', 'BRUSH_VERTEXDRAW', 'VIEW3D_VEC', 'EDIT_VEC', 'EDITMODE_DEHLT', 'EDITMODE_HLT', 'DISCLOSURE_TRI_RIGHT_VEC', 'DISCLOSURE_TRI_DOWN_VEC', 'MOVE_UP_VEC', 'MOVE_DOWN_VEC', 'X_VEC', 'SMALL_TRI_RIGHT_VEC']`, (optional) – Icon, Override automatic icon of the item

separator ()

Item. Inserts empty space into the layout between items.

context_pointer_set (*name, data*)

context_pointer_set

Parameters

- **name** (*string*) – Name, Name of entry in the context.
- **data** (*AnyType*) – Pointer to put in context.

template_header (*menus=True*)

template_header

Parameters

- **menus** (*boolean, (optional)*) – The header has menus, and should show menu expander.

template_ID (*data, property, new=""*, *open=""*, *unlink=""*)

template_ID

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **new** (*string, (optional)*) – Operator identifier to create a new ID block.
- **open** (*string, (optional)*) – Operator identifier to open a file for creating a new ID block.
- **unlink** (*string, (optional)*) – Operator identifier to unlink the ID block.

template_ID_preview (*data, property, new=""*, *open=""*, *unlink=""*, *rows=0*, *cols=0*)

template_ID_preview

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **new** (*string, (optional)*) – Operator identifier to create a new ID block.
- **open** (*string, (optional)*) – Operator identifier to open a file for creating a new ID block.
- **unlink** (*string, (optional)*) – Operator identifier to unlink the ID block.
- **rows** (*int in [0, inf], (optional)*) – Number of thumbnail preview rows to display
- **cols** (*int in [0, inf], (optional)*) – Number of thumbnail preview columns to display

template_any_ID (*data, property, type_property, text=""*)

template_any_ID

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.

- **type_property** (*string*) – Identifier of property in data giving the type of the ID-blocks to use.
- **text** (*string, (optional)*) – Custom label to display in UI.

template_path_builder (*data, property, root, text=""*)
template_path_builder

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **root** (*ID*) – ID-block from which path is evaluated from.
- **text** (*string, (optional)*) – Custom label to display in UI.

template_modifier (*data*)
Layout . Generates the UI layout for modifiers.

Parameters

- **data** (*Modifier*, (never None)) – Modifier data.

Returns Sub-layout to put items in.

Return type *UILayout*

template_constraint (*data*)
Layout . Generates the UI layout for constraints.

Parameters

- **data** (*Constraint*, (never None)) – Constraint data.

Returns Sub-layout to put items in.

Return type *UILayout*

template_preview (*id, show_buttons=True, parent=None, slot=None*)
Item. A preview window for materials, textures, lamps, etc.

Parameters

- **id** (*ID*) – ID datablock.
- **show_buttons** (*boolean, (optional)*) – Show preview buttons?
- **parent** (*ID, (optional)*) – ID datablock.
- **slot** (*TextureSlot, (optional)*) – Texture slot.

template_curve_mapping (*data, property, type='NONE', levels=False, brush=False*)
Item. A curve mapping widget used for e.g falloff curves for lamps.

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **type** (*enum in ['NONE', 'VECTOR', 'COLOR'], (optional)*) – Type, Type of curves to display.
- **levels** (*boolean, (optional)*) – Show black/white levels.
- **brush** (*boolean, (optional)*) – Show brush options.

template_color_ramp (*data, property, expand=False*)

Item. A color ramp widget.

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **expand** (*boolean, (optional)*) – Expand button to show more detail.

template_histogram (*data, property*)

Item. A histogram widget to analyze image data.

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.

template_waveform (*data, property*)

Item. A waveform widget to analyze image data.

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.

template_vectorscope (*data, property*)

Item. A vectorscope widget to analyze image data.

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.

template_layers (*data, property, used_layers_data, used_layers_property, active_layer*)

template_layers

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **used_layers_data** (*AnyType*) – Data from which to take property.
- **used_layers_property** (*string*) – Identifier of property in data.
- **active_layer** (*int in [0, inf]*) – Active Layer

template_color_wheel (*data, property, value_slider=False, lock=False, lock_luminosity=False, cubic=True*)

Item. A color wheel widget to pick colors.

Parameters

- **data** (*AnyType*, (never None)) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **value_slider** (*boolean, (optional)*) – Display the value slider to the right of the color wheel
- **lock** (*boolean, (optional)*) – Lock the color wheel display to value 1.0 regardless of actual color
- **lock_luminosity** (*boolean, (optional)*) – Keep the color at its original vector length

- **cubic** (*boolean, (optional)*) – Cubic saturation for picking values close to white

template_image_layers (*image, image_user*)
template_image_layers

template_image (*data, property, image_user, compact=False*)
Item(s). User interface for selecting images and their source paths.

Parameters

- **data** (*AnyType, (never None)*) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **compact** (*boolean, (optional)*) – Use more compact layout.

template_list (*data, property, active_data, active_property, rows=5, maxrows=5, type='DEFAULT'*)
Item. A list widget to display data. e.g. vertexgroups.

Parameters

- **data** (*AnyType*) – Data from which to take property.
- **property** (*string*) – Identifier of property in data.
- **active_data** (*AnyType, (never None)*) – Data from which to take property for the active element.
- **active_property** (*string*) – Identifier of property in data, for the active element.
- **rows** (*int in [0, inf], (optional)*) – Number of rows to display.
- **maxrows** (*int in [0, inf], (optional)*) – Maximum number of rows to display.
- **type** (*enum in ['DEFAULT', 'COMPACT', 'ICONS'], (optional)*) – Type, Type of list to use.

template_running_jobs ()
template_running_jobs

template_operator_search ()
template_operator_search

template_header_3D ()
template_header_3D

template_reports_banner ()
template_reports_banner

introspect ()
introspect

Returns Descr, DESCR

Return type string

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Header.layout`
- `Menu.layout`
- `Operator.layout`
- `Panel.layout`
- `UILayout.box`
- `UILayout.column`
- `UILayout.column_flow`
- `UILayout.row`
- `UILayout.split`
- `UILayout.template_constraint`
- `UILayout.template_modifier`

1.3.580 UVProjectModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.UVProjectModifier` (*Modifier*)

UV projection modifier to sets UVs from a projector

aspect_x

Type float in [1, inf], default 0.0

aspect_y

Type float in [1, inf], default 0.0

image

Type Image

projector_count

Number of projectors to use

Type int in [1, 10], default 0

projectors

Type Collection of `UVProjector`, (readonly)

scale_x

Type float in [0, inf], default 0.0

scale_y

Type float in [0, inf], default 0.0

use_image_override

Override faces' current images with the given image

Type boolean, default False

uv_layer

UV layer name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.581 UVProjector(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.UVProjector` (*bpy_struct*)
UV projector used by the UV project modifier

object

Object to use as projector transform

Type `Object`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UVProjectModifier.projectors`

1.3.582 UVTextures(*bpy_struct*)

base class — `bpy_struct`

class `bpy.types.UVTextures` (*bpy_struct*)
Collection of uv textures

active

Active UV texture

Type `MeshTextureFaceLayer`

active_index

Active UV texture index

Type `int` in `[0, inf]`, default `0`

new (*name="UVTex"*)

Add a UV texture layer to Mesh.

Parameters

- **name** (*string, (optional)*) – UV Texture name.

Returns The newly created layer.

Return type `MeshTextureFaceLayer`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.uv_textures`

1.3.583 UnitSettings(bpy_struct)

base class — `bpy_struct`

class `bpy.types.UnitSettings` (*bpy_struct*)

scale_length

Scale to use when converting between blender units and dimensions

Type float in [1e-05, 100000], default 0.0

system

The unit system to use for button display

Type enum in ['NONE', 'METRIC', 'IMPERIAL'], default 'NONE'

system_rotation

Unit to use for displaying/editing rotation values

Type enum in ['DEGREES', 'RADIANS'], default 'DEGREES'

use_separate

Display units in pairs

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Scene.unit_settings`

1.3.584 UnknownType(bpy_struct)

base class — `bpy_struct`

class `bpy.types.UnknownType` (*bpy_struct*)

Stub RNA type used for pointers to unknown or internal data

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`

- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ShapeKey.data`
- `SpaceSequenceEditor.grease_pencil`

1.3.585 UserPreferences(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.UserPreferences` (*bpy_struct*)

Global user preferences

active_section

Active section of the user preferences shown in the user interface

Type enum in ['INTERFACE', 'EDITING', 'INPUT', 'ADDONS', 'THEMES', 'FILES', 'SYSTEM'], default 'INTERFACE'

addons

Type `Addons` collection of `Addon`, (readonly)

edit

Settings for interacting with Blender data

Type `UserPreferencesEdit`, (readonly, never None)

filepaths

Default paths for external files

Type `UserPreferencesFilePaths`, (readonly, never None)

inputs

Settings for input devices

Type `UserPreferencesInput`, (readonly, never None)

system

Graphics driver and operating system settings

Type `UserPreferencesSystem`, (readonly, never None)

themes

Type Collection of `Theme`, (readonly)

`ui_styles`

Type Collection of `ThemeStyle`, (readonly)

`view`

Preferences related to viewing data

Type `UserPreferencesView`, (readonly, never None)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Context.user_preferences`

1.3.586 `UserPreferencesEdit(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.UserPreferencesEdit` (*bpy_struct*)

Settings for interacting with Blender data

`auto_keying_mode`

Mode of automatic keyframe insertion for Objects and Bones

Type enum in `['ADD_REPLACE_KEYS', 'REPLACE_KEYS']`, default `'ADD_REPLACE_KEYS'`

`grease_pencil_eraser_radius`

Radius of eraser 'brush'

Type int in [0, 100], default 0

grease_pencil_euclidean_distance

Distance moved by mouse when drawing stroke (in pixels) to include

Type int in [0, 100], default 0

grease_pencil_manhattan_distance

Pixels moved by mouse per axis when drawing stroke

Type int in [0, 100], default 0

keyframe_new_handle_type

Type enum in ['FREE', 'AUTO', 'VECTOR', 'ALIGNED'], default 'FREE'

keyframe_new_interpolation_type

Type enum in ['CONSTANT', 'LINEAR', 'BEZIER'], default 'CONSTANT'

material_link

Toggle whether the material is linked to object data or the object block

Type enum in ['OBDATA', 'OBJECT'], default 'OBDATA'

object_align

When adding objects from a 3D View menu, either align them to that view's direction or the world coordinates

Type enum in ['WORLD', 'VIEW'], default 'WORLD'

sculpt_paint_overlay_color

Color of texture overlay

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

undo_memory_limit

Maximum memory usage in megabytes (0 means unlimited)

Type int in [0, 32767], default 0

undo_steps

Number of undo steps available (smaller values conserve memory)

Type int in [0, 64], default 0

use_auto_keying

Automatic keyframe insertion for Objects and Bones

Type boolean, default False

use_drag_immediately

Moving things with a mouse drag confirms when releasing the button

Type boolean, default False

use_duplicate_action

Causes actions to be duplicated with the object

Type boolean, default False

use_duplicate_armature

Causes armature data to be duplicated with the object

Type boolean, default False

use_duplicate_curve

Causes curve data to be duplicated with the object

Type boolean, default False

use_duplicate_fcurve

Causes F-curve data to be duplicated with the object

Type boolean, default False

use_duplicate_lamp

Causes lamp data to be duplicated with the object

Type boolean, default False

use_duplicate_material

Causes material data to be duplicated with the object

Type boolean, default False

use_duplicate_mesh

Causes mesh data to be duplicated with the object

Type boolean, default False

use_duplicate_metaball

Causes metaball data to be duplicated with the object

Type boolean, default False

use_duplicate_particle

Causes particle systems to be duplicated with the object

Type boolean, default False

use_duplicate_surface

Causes surface data to be duplicated with the object

Type boolean, default False

use_duplicate_text

Causes text data to be duplicated with the object

Type boolean, default False

use_duplicate_texture

Causes texture data to be duplicated with the object

Type boolean, default False

use_enter_edit_mode

Enter Edit Mode automatically after adding a new object

Type boolean, default False

use_global_undo

Global undo works by keeping a full copy of the file itself in memory, so takes extra memory

Type boolean, default False

use_grease_pencil_simplify_stroke

Simplify the final stroke

Type boolean, default False

use_grease_pencil_smooth_stroke

Smooth the final stroke

Type boolean, default False

use_insertkey_xyz_to_rgb

Color for newly added transformation F-Curves (Location, Rotation, Scale) and also Color is based on the transform axis

Type boolean, default False

use_keyframe_insert_available

Automatic keyframe insertion in available curves

Type boolean, default False

use_keyframe_insert_keyingset

Automatic keyframe insertion using active Keying Set

Type boolean, default False

use_keyframe_insert_needed

Keyframe insertion only when keyframe needed

Type boolean, default False

use_negative_frames

Current frame number can be manually set to a negative value

Type boolean, default False

use_visual_keying

Use Visual keying automatically for constrained objects

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UserPreferences.edit`

1.3.587 `UserPreferencesFilePaths(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.UserPreferencesFilePaths` (*bpy_struct*)

Default paths for external files

animation_player

Path to a custom animation/frame sequence player

Type string, default ""

animation_player_preset

Preset configs for external animation players

Type enum in ['BLENDER24', 'DJV', 'FRAMECYCLER', 'RV', 'MPLAYER', 'CUSTOM'], default 'BLENDER24'

auto_save_time

The time (in minutes) to wait between automatic temporary saves

Type int in [1, 60], default 0

font_directory

The default directory to search for loading fonts

Type string, default ""

hide_recent_locations

Hide recent locations in the file selector

Type boolean, default False

image_editor

Path to an image editor

Type string, default ""

recent_files

Maximum number of recently opened files to remember

Type int in [0, 30], default 0

render_output_directory

The default directory for rendering output

Type string, default ""

save_version

The number of old versions to maintain in the current directory, when manually saving

Type int in [0, 32], default 0

script_directory

The default directory to search for Python scripts (resets python module search path: `sys.path`)

Type string, default ""

sequence_plugin_directory

The default directory to search for sequence plugins

Type string, default ""

show_hidden_files_datablocks

Hide files/datablocks that start with a dot(.*)

Type boolean, default False

show_thumbnails

Open in thumbnail view for images and movies

Type boolean, default False

sound_directory

The default directory to search for sounds

Type string, default ""

temporary_directory

The directory for storing temporary save files

Type string, default ""

texture_directory

The default directory to search for textures

Type string, default ""

texture_plugin_directory

The default directory to search for texture plugins

Type string, default ""

use_auto_save_temporary_files

Automatic saving of temporary files in temp directory, uses process ID

Type boolean, default False

use_file_compression

Enable file compression when saving .blend files

Type boolean, default False

use_filter_files

Display only files with extensions in the image select window

Type boolean, default False

use_load_ui

Load user interface setup when loading .blend files

Type boolean, default False

use_relative_paths

Default relative path option for the file selector

Type boolean, default False

use_save_preview_images

Enables automatic saving of preview images in the .blend file

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UserPreferences.filepaths`

1.3.588 UserPreferencesInput(bpy_struct)

base class — `bpy_struct`

class `bpy.types.UserPreferencesInput` (*bpy_struct*)

Settings for input devices

active_keyconfig

The name of the active key configuration

Type string, default ""

edited_keymaps

Type Collection of `KeyMap`, (readonly)

invert_mouse_wheel_zoom

Invert the axis of mouse movement for zooming

Type boolean, default False

invert_zoom_wheel

Swap the Mouse Wheel zoom direction

Type boolean, default False

mouse_double_click_time

The time (in ms) for a double click

Type int in [1, 1000], default 0

ndof_pan_speed

The overall panning speed of an NDOF device, as percent of standard

Type int in [0, 200], default 0

ndof_rotate_speed

The overall rotation speed of an NDOF device, as percent of standard

Type int in [0, 200], default 0

select_mouse

The mouse button used for selection

Type enum in ['LEFT', 'RIGHT'], default 'RIGHT'

use_emulate_numpad

Causes the 1 to 0 keys to act as the numpad (useful for laptops)

Type boolean, default False

use_mouse_continuous

Allow moving the mouse outside the view on some manipulations (transform, ui control drag)

Type boolean, default False

use_mouse_emulate_3_button

Emulates Middle Mouse with Alt+LeftMouse (doesn't work with Left Mouse Select option)

Type boolean, default False

use_mouse_mmb_paste

In text window, paste with middle mouse button instead of panning

Type boolean, default False

view_rotate_method

Rotation style in the viewport

Type enum in ['TURNTABLE', 'TRACKBALL'], default 'TURNTABLE'

view_zoom_axis

Axis of mouse movement to zoom in or out on

Type enum in ['VERTICAL', 'HORIZONTAL'], default 'VERTICAL'

view_zoom_method

Which style to use for viewport scaling

Type enum in ['CONTINUE', 'DOLLY', 'SCALE'], default 'CONTINUE'

wheel_scroll_lines

The number of lines scrolled at a time with the mouse wheel

Type int in [0, 32], default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UserPreferences.inputs`

1.3.589 UserPreferencesSystem(bpy_struct)

base class — `bpy_struct`

class `bpy.types.UserPreferencesSystem` (*bpy_struct*)

Graphics driver and operating system settings

audio_channels

Sets the audio channel count

Type enum in ['MONO', 'STEREO', 'SURROUND4', 'SURROUND51', 'SURROUND71'], default 'MONO'

audio_device

Sets the audio output device

Type enum in ['NONE'], default 'NONE'

audio_mixing_buffer

Sets the number of samples used by the audio mixing buffer

Type enum in ['SAMPLES_256', 'SAMPLES_512', 'SAMPLES_1024', 'SAMPLES_2048', 'SAMPLES_4096', 'SAMPLES_8192', 'SAMPLES_16384', 'SAMPLES_32768'], default 'SAMPLES_256'

audio_sample_format

Sets the audio sample format

Type enum in ['U8', 'S16', 'S24', 'S32', 'FLOAT', 'DOUBLE'], default 'U8'

audio_sample_rate

Sets the audio sample rate

Type enum in ['RATE_44100', 'RATE_48000', 'RATE_96000', 'RATE_192000'], default 'RATE_44100'

author

Name that will be used in exported files when format supports such feature

Type string, default ""

color_picker_type

Different styles of displaying the color picker widget

Type enum in ['CIRCLE', 'SQUARE_SV', 'SQUARE_HS', 'SQUARE_HV'], default 'CIRCLE'

dpi

Font size and resolution for display

Type int in [48, 128], default 0

frame_server_port

Frameserver Port for Frameserver Rendering

Type int in [0, 32727], default 0

gl_clip_alpha

Clip alpha below this threshold in the 3D textured view

Type float in [0, 1], default 0.0

gl_texture_limit

Limit the texture size to save graphics memory

Type enum in ['CLAMP_OFF', 'CLAMP_8192', 'CLAMP_4096', 'CLAMP_2048', 'CLAMP_1024', 'CLAMP_512', 'CLAMP_256', 'CLAMP_128'], default 'CLAMP_OFF'

language

Language use for translation

Type enum in ['ENGLISH', 'JAPANESE', 'DUTCH', 'ITALIAN', 'GERMAN', 'FINNISH', 'SWEDISH', 'FRENCH', 'SPANISH', 'CATALAN', 'CZECH', 'BRAZILIAN_PORTUGUESE', 'SIMPLIFIED_CHINESE', 'RUSSIAN', 'CROATIAN', 'SERBIAN', 'UKRAINIAN', 'POLISH', 'ROMANIAN', 'ARABIC', 'BULGARIAN', 'GREEK', 'KOREAN'], default 'ENGLISH'

memory_cache_limit

Memory cache limit in sequencer (megabytes)

Type int in [0, 16384], default 0

prefetch_frames

Number of frames to render ahead during playback

Type int in [0, 500], default 0

screencast_fps

Frame rate for the screencast to be played back

Type int in [10, 50], default 0

screencast_wait_time

Time in milliseconds between each frame recorded for screencast

Type int in [50, 1000], default 0

scrollback

Maximum number of lines to store for the console buffer

Type int in [32, 32768], default 0

solid_lights

Lights user to display objects in solid draw mode

Type Collection of `UserSolidLight`, (readonly)

texture_collection_rate

Number of seconds between each run of the GL texture garbage collector

Type int in [1, 3600], default 0

texture_time_out

Time since last access of a GL texture in seconds after which it is freed. (Set to 0 to keep textures allocated.)

Type int in [0, 3600], default 0

use_antialiasing

Use anti-aliasing for the 3D view (may impact redraw performance)

Type boolean, default False

use_international_fonts

Use international fonts

Type boolean, default False

use_mipmaps

Scale textures for the 3D View (looks nicer but uses more memory and slows image reloading)

Type boolean, default False

use_preview_images

Enables automatic saving of preview images in the .blend file (Windows only)

Type boolean, default False

use_scripts_auto_execute

Allow any .blend file to run scripts automatically (unsafe with blend files from an untrusted source)

Type boolean, default False

use_tabs_as_spaces

Automatically converts all new tabs into spaces for new and loaded text files

Type boolean, default False

use_text_antialiasing

Draw user interface text anti-aliased

Type boolean, default False

use_textured_fonts

Use textures for drawing international fonts

Type boolean, default False

use_translate_buttons

Translate button labels

Type boolean, default False

use_translate_toolbox

Translate toolbox menu

Type boolean, default False

use_translate_tooltips

Translate Tooltips

Type boolean, default False

use_vertex_buffer_objects

Use Vertex Buffer Objects (or Vertex Arrays, if unsupported) for viewport rendering

Type boolean, default False

use_weight_color_range

Enable color range used for weight visualization in weight painting mode

Type boolean, default False

weight_color_range

Color range used for weight visualization in weight painting mode

Type `ColorRamp`, (readonly, never None)

window_draw_method

Drawing method used by the window manager

Type enum in ['AUTOMATIC', 'TRIPLE_BUFFER', 'OVERLAP', 'OVERLAP_FLIP', 'FULL'], default 'TRIPLE_BUFFER'

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UserPreferences.system`

1.3.590 `UserPreferencesView(bpy_struct)`

base class — `bpy_struct`

class `bpy.types.UserPreferencesView` (*bpy_struct*)

Preferences related to viewing data

manipulator_handle_size

Size of widget handles as percentage of widget radius

Type int in [2, 40], default 0

manipulator_hotspot

Hotspot in pixels for clicking widget handles

Type int in [4, 40], default 0

manipulator_size

Diameter of widget, in 10 pixel units

Type int in [2, 40], default 0

mini_axis_brightness

The brightness of the icon

Type int in [0, 10], default 0

mini_axis_size

The axis icon's size

Type int in [10, 64], default 0

object_origin_size

Diameter in Pixels for Object/Lamp origin display

Type int in [4, 10], default 0

open_left_mouse_delay

Time in 1/10 seconds to hold the Left Mouse Button before opening the toolbox

Type int in [1, 40], default 0

open_right_mouse_delay

Time in 1/10 seconds to hold the Right Mouse Button before opening the toolbox

Type int in [1, 40], default 0

open_sublevel_delay

Time delay in 1/10 seconds before automatically opening sub level menus

Type int in [1, 40], default 0

open_toplevel_delay

Time delay in 1/10 seconds before automatically opening top level menus

Type int in [1, 40], default 0

rotation_angle

The rotation step for numerical pad keys (2 4 6 8)

Type int in [0, 90], default 0

show_column_layout

Use a column layout for toolbox

Type boolean, default False

show_large_cursors

Use large mouse cursors when available

Type boolean, default False

show_manipulator

Use 3D transform manipulator

Type boolean, default False

show_mini_axis

Show a small rotating 3D axis in the bottom left corner of the 3D View

Type boolean, default False

show_object_info

Display objects name and frame number in 3D view

Type boolean, default False

show_playback_fps

Show the frames per second screen refresh rate, while animation is played back

Type boolean, default False

show_splash

Display splash screen on startup

Type boolean, default False

show_tooltips

Display tooltips

Type boolean, default False

show_tooltips_python

Show Python references in tooltips

Type boolean, default False

show_view_name

Show the name of the view's direction in each 3D View

Type boolean, default False

smooth_view

The time to animate the view in milliseconds, zero to disable

Type int in [0, 1000], default 0

timecode_style

Format of Time Codes displayed when not displaying timing in terms of frames

Type enum in ['MINIMAL', 'SMPTE', 'SMPTE_COMPACT', 'MILLISECONDS', 'SECONDS_ONLY'], default 'MINIMAL'

use_auto_perspective

Automatically switch between orthographic and perspective when changing from top/front/side views

Type boolean, default False

use_directional_menus

Otherwise menus, etc will always be top to bottom, left to right, no matter opening direction

Type boolean, default False

use_global_pivot

Lock the same rotation/scaling pivot in all 3D Views

Type boolean, default False

use_global_scene

Forces the current Scene to be displayed in all Screens

Type boolean, default False

use_mouse_auto_depth

Use the depth under the mouse to improve view pan/rotate/zoom functionality

Type boolean, default False

use_mouse_over_open

Open menu buttons and pulldowns automatically when the mouse is hovering

Type boolean, default False

use_rotate_around_active

Use selection as the pivot point

Type boolean, default False

use_zoom_to_mouse

Zoom in towards the mouse pointer's position in the 3D view, rather than the 2D window center

Type boolean, default False

view2d_grid_spacing_min

Minimum number of pixels between each gridline in 2D Viewports

Type int in [1, 500], default 0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UserPreferences.view`

1.3.591 UserSolidLight(bpy_struct)

base class — `bpy_struct`

class `bpy.types.UserSolidLight` (*bpy_struct*)

Light used for OpenGL lighting in solid draw mode

diffuse_color

The diffuse color of the OpenGL light

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

direction

The direction that the OpenGL light is shining

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

specular_color

The color of the lights specular highlight

Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

use

Enable this OpenGL light in solid draw mode

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `UserPreferencesSystem.solid_lights`

1.3.592 ValueNodeSocket(NodeSocket)

base classes — `bpy_struct`, `NodeSocket`

class `bpy.types.ValueNodeSocket` (*NodeSocket*)

Input or output socket of a node

default_value

Default value of the socket when no link is attached

Type float array of 1 items in $[-\text{inf}, \text{inf}]$, default (0.0)

Inherited Properties

- `bpy_struct.id_data`
- `NodeSocket.name`
- `NodeSocket.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.593 VectorFont(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.VectorFont` (*ID*)

Vector font for Text objects

filepath

Type string, default "", (readonly)

packed_file

Type `PackedFile`, (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.fonts`
- `MainFonts.load`
- `MainFonts.remove`
- `TextCurve.font`
- `TextCurve.font_bold`
- `TextCurve.font_bold_italic`
- `TextCurve.font_italic`

1.3.594 VectorNodeSocket(NodeSocket)

base classes — `bpy_struct`, `NodeSocket`

class `bpy.types.VectorNodeSocket` (*NodeSocket*)

Input or output socket of a node

default_value

Default value of the socket when no link is attached

Type float array of 3 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0)`

Inherited Properties

- `bpy_struct.id_data`
- `NodeSocket.name`
- `NodeSocket.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.595 VertexColors(bpy_struct)

base class — `bpy_struct`

class `bpy.types.VertexColors` (*bpy_struct*)

Collection of vertex colors

active

Active vertex color layer

Type `MeshColorLayer`

active_index

Active vertex color index

Type `int` in `[0, inf]`, default `0`

new (*name*="UVTex")

Add a vertex color layer to Mesh.

Parameters

- **name** (*string, (optional)*) – UV Texture name.

Returns The newly created layer.

Return type `MeshColorLayer`

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`

- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Mesh.vertex_colors`

1.3.596 VertexGroup(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.VertexGroup` (*bpy_struct*)

Group of vertices, used for armature deform and other purposes

index

Index number of the vertex group

Type int in [0, inf], default 0, (readonly)

name

Vertex group name

Type string, default ""

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.vertex_groups`
- `VertexGroups.active`
- `VertexGroups.assign`
- `VertexGroups.new`

1.3.597 VertexGroupElement(bpy_struct)

base class — `bpy_struct`

class `bpy.types.VertexGroupElement` (*bpy_struct*)

Weight value of a vertex in a vertex group

group

Type int in [0, inf], default 0, (readonly)

weight

Vertex Weight

Type float in [0, 1], default 0.0

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `LatticePoint.groups`
- `MeshVertex.groups`

1.3.598 VertexGroups(bpy_struct)

base class — `bpy_struct`

class `bpy.types.VertexGroups` (*bpy_struct*)

Collection of vertex groups

active

Vertex groups of the object

Type `VertexGroup`, (readonly)

active_index

Active index in vertex group array

Type `int` in `[-32768, 32767]`, default 0

new (*name="Group"*)

Add vertex group to object.

Parameters

- **name** (*string, (optional)*) – Vertex group name.

Returns New vertex group.

Return type `VertexGroup`

assign (*index, group, weight, type*)

Add vertex to a vertex group.

Parameters

- **index** (*int array of 1 items in [-inf, inf]*) – Index List.
- **group** (`VertexGroup`) – Vertex group to add vertex to.
- **weight** (*float in [0, 1]*) – Vertex weight.
- **type** (*enum in ['REPLACE', 'ADD', 'SUBTRACT']*) – Vertex assign mode.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Object.vertex_groups`

1.3.599 VertexPaint(Paint)

base classes — `bpy_struct`, `Paint`

class `bpy.types.VertexPaint` (*Paint*)

Properties of vertex and weight paint mode

use_all_faces

Paint on all faces inside brush

Type boolean, default False

use_normal

Applies the vertex normal before painting

Type boolean, default False

use_spray

Keep applying paint effect while holding mouse

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Paint.brush`
- `Paint.show_low_resolution`
- `Paint.show_brush`
- `Paint.show_brush_on_surface`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`

- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `ToolSettings.vertex_paint`
- `ToolSettings.weight_paint`

1.3.600 VisibilityActuator(Actuator)

base classes — `bpy_struct`, `Actuator`

class `bpy.types.VisibilityActuator` (*Actuator*)
Actuator to set visibility and occlusion of the object

apply_to_children

Set all the children of this object to the same visibility/occlusion recursively

Type boolean, default False

use_occlusion

Set the object to occlude objects behind it. Initialized from the object type in physics button

Type boolean, default False

use_visible

Set the objects visible. Initialized from the objects render restriction toggle (access in the outliner)

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`
- `Actuator.name`
- `Actuator.show_expanded`
- `Actuator.pin`
- `Actuator.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Actuator.link`
- `Actuator.unlink`

1.3.601 VoronoiTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.VoronoiTexture` (*Texture*)

Procedural voronoi texture

color_mode

Type enum in ['INTENSITY', 'POSITION', 'POSITION_OUTLINE', 'POSITION_OUTLINE_INTENSITY'], default 'INTENSITY'

distance_metric

Type enum in ['DISTANCE', 'DISTANCE_SQUARED', 'MANHATTAN', 'CHEBYCHEV', 'MINKOVSKY_HALF', 'MINKOVSKY_FOUR', 'MINKOVSKY'], default 'DISTANCE'

minkovsky_exponent

Minkovsky exponent

Type float in [0.01, 10], default 0.0

nabla

Size of derivative offset used for calculating normal

Type float in [0.001, 0.1], default 0.0

noise_intensity

Type float in [0.01, 10], default 0.0

noise_scale

Sets scaling for noise input

Type float in [0.0001, inf], default 0.0

weight_1

Voronoi feature weight 1

Type float in [-2, 2], default 0.0

weight_2

Voronoi feature weight 2

Type float in [-2, 2], default 0.0

weight_3

Voronoi feature weight 3

Type float in [-2, 2], default 0.0

weight_4

Voronoi feature weight 4

Type float in [-2, 2], default 0.0

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.602 VoxelData(bpy_struct)

base class — `bpy_struct`

class `bpy.types.VoxelData` (*bpy_struct*)

Voxel data settings

domain_object

Object used as the smoke simulation domain

Type `Object`

extension

Sets how the texture is extrapolated past its original bounds

Type enum in ['EXTEND', 'CLIP', 'REPEAT'], default 'EXTEND'

file_format

Format of the source data set to render

Type enum in ['BLENDER_VOXEL', 'RAW_8BIT', 'IMAGE_SEQUENCE', 'SMOKE'], default 'BLENDER_VOXEL'

filepath

The external source data file to use

Type string, default ""

intensity

Multiplier for intensity values

Type float in [0.01, inf], default 0.0

interpolation

Method to interpolate/smooth values between voxel cells

Type enum in ['NEREASTNEIGHBOR', 'TRILINEAR', 'QUADRATIC', 'TRICUBIC_CATROM', 'TRICUBIC_BSPLINE'], default 'NEREASTNEIGHBOR'

resolution

Resolution of the voxel grid

Type int array of 3 items in [-inf, inf], default (0, 0, 0)

smoke_data_type

Simulation value to be used as a texture

Type enum in ['SMOKEDENSITY', 'SMOKEHEAT', 'SMOKELEVEL'], default 'SMOKEDENSITY'

still_frame

The frame number to always use

Type int in [-300000, 300000], default 0

use_still_frame

Always render a still frame from the voxel data sequence

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `VoxelDataTexture.voxel_data`

1.3.603 VoxelDataTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.VoxelDataTexture` (*Texture*)
Settings for the Voxel Data texture

image

Type `Image`

image_user

Parameters defining which layer, pass and frame of the image is displayed

Type `ImageUser`, (readonly)

voxel_data

The voxel data associated with this texture

Type `VoxelData`, (readonly)

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- bpy_struct.id_data
- ID.name
- ID.use_fake_user
- ID.library
- ID.tag
- ID.users
- Texture.animation_data
- Texture.intensity
- Texture.color_ramp
- Texture.contrast
- Texture.factor_blue
- Texture.factor_green
- Texture.factor_red
- Texture.node_tree
- Texture.saturation
- Texture.use_preview_alpha
- Texture.type
- Texture.use_color_ramp
- Texture.use_nodes
- Texture.users_material
- Texture.users_object_modifier
- Texture.users_material
- Texture.users_object_modifier

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.callback_add
- bpy_struct.callback_remove
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.is_property_hidden
- 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.type_recast
- bpy_struct.values
- ID.copy
- ID.user_clear

- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.604 WaveModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class `bpy.types.WaveModifier` (*Modifier*)

Wave effect modifier

damping_time

Type float in [-300000, 300000], default 0.0

falloff_radius

Type float in [0, inf], default 0.0

height

Type float in [-inf, inf], default 0.0

lifetime

Type float in [-300000, 300000], default 0.0

narrowness

Type float in [0, inf], default 0.0

speed

Type float in [-inf, inf], default 0.0

start_position_object

Type `Object`

start_position_x

Type float in [-inf, inf], default 0.0

start_position_y

Type float in [-inf, inf], default 0.0

texture

Texture for modulating the wave

Type `Texture`

texture_coords

Texture coordinates used for modulating input

Type enum in ['LOCAL', 'GLOBAL', 'OBJECT', 'MAP_UV'], default 'LOCAL'

texture_coords_object

Type `Object`

time_offset

Either the starting frame (for positive speed) or ending frame (for negative speed.)

Type float in [-300000, 300000], default 0.0

use_cyclic

Cyclic wave effect

Type boolean, default False

use_normal

Displace along normals

Type boolean, default False

use_normal_x

Enable displacement along the X normal

Type boolean, default False

use_normal_y

Enable displacement along the Y normal

Type boolean, default False

use_normal_z

Enable displacement along the Z normal

Type boolean, default False

use_x

X axis motion

Type boolean, default False

use_y

Y axis motion

Type boolean, default False

uv_layer

UV layer name

Type string, default ""

vertex_group

Vertex group name for modulating the wave

Type string, default ""

width

Type float in [0, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.show_in_editmode`
- `Modifier.show_expanded`
- `Modifier.show_on_cage`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`

- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

1.3.605 Window(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.Window` (*`bpy_struct`*)
Open window

screen

Active screen showing in the window

Type `Screen`, (never `None`)

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `Context.window`
- `WindowManager.windows`

1.3.606 WindowManager(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.WindowManager` (*ID*)

Window manager datablock defining open windows and other user interface data

clipboard

Type string, default ""

keyconfigs

Registered key configurations

Type `KeyConfigurations` collection of `KeyConfig`, (readonly)

operators

Operator registry

Type Collection of `Operator`, (readonly)

windows

Open windows

Type Collection of `Window`, (readonly)

classmethod `fileselect_add` (*operator*)

Show up the file selector.

Parameters

- **operator** (`Operator`) – Operator to call.

classmethod `modal_handler_add` (*operator*)

`modal_handler_add`

Parameters

- **operator** (`Operator`) – Operator to call.

Return type boolean

classmethod `invoke_props_popup` (*operator*, *event*)

Operator popup invoke.

Parameters

- **operator** (`Operator`) – Operator to call.
- **event** (`Event`) – Event.

Returns result

Return type enum in `['RUNNING_MODAL', 'CANCELLED', 'FINISHED', 'PASS_THROUGH']`

classmethod `invoke_props_dialog` (*operator*, *width=300*, *height=20*)

Operator dialog (non-autoexec popup) invoke.

Parameters

- **operator** (`Operator`) – Operator to call.
- **width** (*int in [0, inf], (optional)*) – Width of the popup.
- **height** (*int in [0, inf], (optional)*) – Height of the popup.

Returns result

Return type enum in ['RUNNING_MODAL', 'CANCELLED', 'FINISHED', 'PASS_THROUGH']

classmethod `invoke_search_popup` (*operator*)
`invoke_search_popup`

Parameters

- **operator** (`Operator`) – Operator to call.

classmethod `invoke_popup` (*operator, width=300, height=20*)
Operator popup invoke.

Parameters

- **operator** (`Operator`) – Operator to call.
- **width** (*int in [0, inf], (optional)*) – Width of the popup.
- **height** (*int in [0, inf], (optional)*) – Height of the popup.

Returns result

Return type enum in ['RUNNING_MODAL', 'CANCELLED', 'FINISHED', 'PASS_THROUGH']

classmethod `invoke_confirm` (*operator, event*)
Operator confirmation.

Parameters

- **operator** (`Operator`) – Operator to call.
- **event** (`Event`) – Event.

Returns result

Return type enum in ['RUNNING_MODAL', 'CANCELLED', 'FINISHED', 'PASS_THROUGH']

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`

- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.window_managers`
- `Context.window_manager`

1.3.607 WipeSequence(EffectSequence)

base classes — `bpy_struct`, `Sequence`, `EffectSequence`

class `bpy.types.WipeSequence` (*EffectSequence*)

Sequence strip creating a wipe transition

angle

Edge angle

Type float in [-90, 90], default 0.0

blur_width

Width of the blur edge, in percentage relative to the image size

Type float in [0, 1], default 0.0

direction

Wipe direction

Type enum in ['OUT', 'IN'], default 'OUT'

transition_type

Type enum in ['SINGLE', 'DOUBLE', 'IRIS', 'CLOCK'], default 'SINGLE'

Inherited Properties

- `bpy_struct.id_data`
- `Sequence.name`
- `Sequence.blend_type`
- `Sequence.blend_alpha`

- `Sequence.channel`
- `Sequence.effect_fader`
- `Sequence.frame_final_end`
- `Sequence.frame_offset_end`
- `Sequence.frame_still_end`
- `Sequence.input_1`
- `Sequence.input_2`
- `Sequence.input_3`
- `Sequence.select_left_handle`
- `Sequence.frame_final_duration`
- `Sequence.frame_duration`
- `Sequence.lock`
- `Sequence.mute`
- `Sequence.select_right_handle`
- `Sequence.select`
- `Sequence.speed_factor`
- `Sequence.frame_start`
- `Sequence.frame_final_start`
- `Sequence.frame_offset_start`
- `Sequence.frame_still_start`
- `Sequence.type`
- `Sequence.use_default_fade`
- `Sequence.input_count`
- `EffectSequence.color_balance`
- `EffectSequence.use_float`
- `EffectSequence.crop`
- `EffectSequence.use_deinterlace`
- `EffectSequence.use_reverse_frames`
- `EffectSequence.use_flip_x`
- `EffectSequence.use_flip_y`
- `EffectSequence.color_multiply`
- `EffectSequence.use_premultiply`
- `EffectSequence.proxy`
- `EffectSequence.use_proxy_custom_directory`
- `EffectSequence.use_proxy_custom_file`
- `EffectSequence.color_saturation`
- `EffectSequence.strobe`
- `EffectSequence.ttransform`
- `EffectSequence.use_color_balance`
- `EffectSequence.use_crop`
- `EffectSequence.use_proxy`
- `EffectSequence.use_translation`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Sequence.getStripElem`
- `Sequence.swap`

1.3.608 WoodTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.WoodTexture` (*Texture*)

Procedural noise texture

nabla

Size of derivative offset used for calculating normal

Type float in [0.001, 0.1], default 0.0

noise_basis

Sets the noise basis used for turbulence

Type enum in ['BLENDER_ORIGINAL', 'ORIGINAL_PERLIN', 'IMPROVED_PERLIN', 'VORONOI_F1', 'VORONOI_F2', 'VORONOI_F3', 'VORONOI_F4', 'VORONOI_F2_F1', 'VORONOI_CRACKLE', 'CELL_NOISE'], default 'BLENDER_ORIGINAL'

noise_scale

Sets scaling for noise input

Type float in [0.0001, inf], default 0.0

noise_type

Type enum in ['SOFT_NOISE', 'HARD_NOISE'], default 'SOFT_NOISE'

noisebasis_2

Type enum in ['SIN', 'SAW', 'TRI'], default 'SIN'

turbulence

Sets the turbulence of the bandnoise and ringnoise types

Type float in [0.0001, inf], default 0.0

wood_type

Type enum in ['BANDS', 'RINGS', 'BANDNOISE', 'RINGNOISE'], default 'BANDS'

users_material

Materials that use this texture (readonly)

users_object_modifier

Object modifiers that use this texture (readonly)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`
- `Texture.animation_data`
- `Texture.intensity`
- `Texture.color_ramp`
- `Texture.contrast`
- `Texture.factor_blue`
- `Texture.factor_green`
- `Texture.factor_red`
- `Texture.node_tree`
- `Texture.saturation`
- `Texture.use_preview_alpha`
- `Texture.type`
- `Texture.use_color_ramp`
- `Texture.use_nodes`
- `Texture.users_material`
- `Texture.users_object_modifier`
- `Texture.users_material`
- `Texture.users_object_modifier`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

1.3.609 World(ID)

base classes — `bpy_struct`, `ID`

```

class bpy.types.World(ID)
    World datablock describing the environment and ambient lighting of a scene

    active_texture
        Active texture slot being displayed

        Type Texture

    active_texture_index
        Index of active texture slot

        Type int in [0, 17], default 0

    ambient_color
        Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

    animation_data
        Animation data for this datablock

        Type AnimData, (readonly)

    color_range
        The color range that will be mapped to 0-1

        Type float in [0.2, 5], default 0.0

    exposure
        Amount of exponential color correction for light

        Type float in [0, 1], default 0.0

    horizon_color
        Color at the horizon

        Type float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

    light_settings
        World lighting settings

        Type WorldLighting, (readonly, never None)

    mist_settings
        World mist settings

        Type WorldMistSettings, (readonly, never None)

    star_settings
        World stars settings

        Type WorldStarsSettings, (readonly, never None)

    texture_slots
        Texture slots defining the mapping and influence of textures

        Type WorldTextureSlots collection of WorldTextureSlot, (readonly)

    use_sky_blend
        Render background with natural progression from horizon to zenith

        Type boolean, default False

    use_sky_paper
        Flatten blend or texture coordinates

        Type boolean, default False

```

use_sky_real

Render background with a real horizon, relative to the camera angle

Type boolean, default False

zenith_color

Color at the zenith

Type float array of 3 items in $[-inf, inf]$, default (0.0, 0.0, 0.0)

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.use_fake_user`
- `ID.library`
- `ID.tag`
- `ID.users`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `ID.copy`
- `ID.user_clear`
- `ID.animation_data_create`
- `ID.animation_data_clear`

References

- `BlendData.worlds`
- `MainWorlds.new`
- `MainWorlds.remove`
- `Scene.world`

1.3.610 WorldLighting(bpy_struct)

base class — `bpy_struct`

class `bpy.types.WorldLighting` (*bpy_struct*)

Lighting for a World datablock

adapt_to_speed

Use the speed vector pass to reduce AO samples in fast moving pixels. Higher values result in more aggressive sample reduction. Requires Vec pass enabled (for Raytrace Adaptive QMC)

Type float in [0, 1], default 0.0

ao_blend_type

Defines how AO mixes with material shading

Type enum in ['MULTIPLY', 'ADD'], default 'ADD'

ao_factor

Factor for ambient occlusion blending

Type float in [0, inf], default 0.0

bias

Bias (in radians) to prevent smoothed faces from showing banding (for Raytrace Constant Jittered)

Type float in [0, 0.5], default 0.0

correction

Ad-hoc correction for over-occlusion due to the approximation (for Approximate)

Type float in [0, 1], default 0.0

distance

Length of rays, defines how far away other faces give occlusion effect

Type float in [-inf, inf], default 0.0

environment_color

Defines where the color of the environment light comes from

Type enum in ['PLAIN', 'SKY_COLOR', 'SKY_TEXTURE'], default 'PLAIN'

environment_energy

Defines the strength of environment light

Type float in [-inf, inf], default 0.0

error_threshold

Low values are slower and higher quality (for Approximate)

Type float in [0.0001, 10], default 0.0

falloff_strength

Distance attenuation factor, the higher, the less influence farther away objects have influence

Type float in [-inf, inf], default 0.0

gather_method

Type enum in ['RAYTRACE', 'APPROXIMATE'], default 'RAYTRACE'

indirect_bounces

Number of indirect diffuse light bounces to use for approximate ambient occlusion

Type int in [1, 32767], default 0

indirect_factor

Factor for how much surrounding objects contribute to light

Type float in [0, inf], default 0.0

passes

Number of preprocessing passes to reduce overocclusion (for approximate ambient occlusion)

Type int in [0, 10], default 0

sample_method

Method for generating shadow samples (for Raytrace)

Type enum in ['CONSTANT_JITTERED', 'ADAPTIVE_QMC', 'CONSTANT_QMC'], default 'CONSTANT_JITTERED'

samples

Amount of ray samples. Higher values give smoother results and longer rendering times

Type int in [1, 32], default 0

threshold

Samples below this threshold will be considered fully shadowed/unshadowed and skipped (for Raytrace Adaptive QMC)

Type float in [0, 1], default 0.0

use_ambient_occlusion

Use Ambient Occlusion to add shadowing based on distance between objects

Type boolean, default False

use_cache

Cache AO results in pixels and interpolate over neighbouring pixels for speedup (for Approximate)

Type boolean, default False

use_environment_light

Add light coming from the environment

Type boolean, default False

use_falloff

Type boolean, default False

use_indirect_light

Add indirect light bouncing of surrounding objects

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`

- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `World.light_settings`

1.3.611 WorldMistSettings(bpy_struct)

base class — `bpy_struct`

class `bpy.types.WorldMistSettings` (*bpy_struct*)

Mist settings for a World data-block

depth

The distance over which the mist effect fades in

Type float in [0, inf], default 0.0

falloff

Type of transition used to fade mist

Type enum in ['QUADRATIC', 'LINEAR', 'INVERSE_QUADRATIC'], default 'QUADRATIC'

height

Control how much mist density decreases with height

Type float in [0, 100], default 0.0

intensity

Intensity of the mist effect

Type float in [0, 1], default 0.0

start

Starting distance of the mist, measured from the camera

Type float in [0, inf], default 0.0

use_mist

Occlude objects with the environment color as they are further away

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `World.mist_settings`

1.3.612 WorldStarsSettings(`bpy_struct`)

base class — `bpy_struct`

class `bpy.types.WorldStarsSettings` (*`bpy_struct`*)
Stars setting for a World data-block

average_separation

Average distance between any two stars

Type float in [2, 1000], default 0.0

color_random

Randomize star colors

Type float in [0, 1], default 0.0

distance_min

Minimum distance to the camera for stars

Type float in [0, 1000], default 0.0

size

Average screen dimension of stars

Type float in [0, 10], default 0.0

use_stars

Enable starfield generation

Type boolean, default False

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `World.star_settings`

1.3.613 WorldTextureSlot(TextureSlot)

base classes — `bpy_struct`, `TextureSlot`**class** `bpy.types.WorldTextureSlot` (*TextureSlot*)

Texture slot for textures in a World datablock

blend_factor

Amount texture affects color progression of the background

Type float in [-inf, inf], default 0.0**horizon_factor**

Amount texture affects color of the horizon

Type float in [-inf, inf], default 0.0**object**

Object to use for mapping with Object texture coordinates

Type `Object`

texture_coords

Texture coordinates used to map the texture onto the background

Type enum in ['VIEW', 'GLOBAL', 'ANGMAP', 'SPHERE', 'TUBE', 'OBJECT'], default 'VIEW'

use_map_blend

Affect the color progression of the background

Type boolean, default False

use_map_horizon

Affect the color of the horizon

Type boolean, default False

use_map_zenith_down

Affect the color of the zenith below

Type boolean, default False

use_map_zenith_up

Affect the color of the zenith above

Type boolean, default False

zenith_down_factor

Amount texture affects color of the zenith below

Type float in [-inf, inf], default 0.0

zenith_up_factor

Amount texture affects color of the zenith above

Type float in [-inf, inf], default 0.0

Inherited Properties

- `bpy_struct.id_data`
- `TextureSlot.name`
- `TextureSlot.blend_type`
- `TextureSlot.color`
- `TextureSlot.default_value`
- `TextureSlot.invert`
- `TextureSlot.offset`
- `TextureSlot.output_node`
- `TextureSlot.use_rgb_to_intensity`
- `TextureSlot.scale`
- `TextureSlot.use_stencil`
- `TextureSlot.texture`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`

- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `World.texture_slots`
- `WorldTextureSlots.add`
- `WorldTextureSlots.create`

1.3.614 WorldTextureSlots(bpy_struct)

base class — `bpy_struct`

class `bpy.types.WorldTextureSlots` (*bpy_struct*)
Collection of texture slots

classmethod `add()`

Add a number of points to this spline.

Returns The newly initialized mtex.

Return type `WorldTextureSlot`

classmethod `create(index)`

Add a number of points to this spline.

Parameters

- **index** (*int in [0, inf]*) – Index, Slot index to initialize.

Returns The newly initialized mtex.

Return type `WorldTextureSlot`

classmethod `clear(index)`

Add a number of points to this spline.

Parameters

- **index** (*int in [0, inf]*) – Index, Slot index to clar.

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`

References

- `World.texture_slots`

1.3.615 XnorController(Controller)

base classes — `bpy_struct`, `Controller`

class `bpy.types.XnorController` (*Controller*)

Controller passing on events based on a logical XNOR operation

Inherited Properties

- `bpy_struct.id_data`
- `Controller.name`
- `Controller.states`
- `Controller.show_expanded`
- `Controller.use_priority`
- `Controller.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Controller.link`
- `Controller.unlink`

1.3.616 XorController(Controller)

base classes — `bpy_struct`, `Controller`

class `bpy.types.XorController` (*Controller*)

Controller passing on events based on a logical XOR operation

Inherited Properties

- `bpy_struct.id_data`
- `Controller.name`
- `Controller.states`
- `Controller.show_expanded`
- `Controller.use_priority`
- `Controller.type`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.callback_add`
- `bpy_struct.callback_remove`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.is_property_hidden`
- `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.type_recast`
- `bpy_struct.values`
- `Controller.link`
- `Controller.unlink`

1.3.617 bpy_struct

subclasses — `ActionFCurves`, `ActionGroup`, `ActionGroups`, `ActionPoseMarkers`, `Actuator`, `Addon`, `Addons`, `AnimData`, `AnimViz`, `AnimVizMotionPaths`, `AnimVizOnionSkinning`, `AnyType`,

Area, ArmatureBones, ArmatureEditBones, BackgroundImage, BezierSplinePoint, BlendData, BlenderRNA, BoidRule, BoidSettings, BoidState, Bone, BoneGroup, BoneGroups, ChannelDriverVariables, ChildParticle, ClothCollisionSettings, ClothSettings, CollisionSettings, ColorRamp, ColorRampElement, ColorRampElements, CompositorNodes, ConsoleLine, Constraint, ConstraintTarget, Context, Controller, CurveMap, CurveMapPoint, CurveMapping, CurveSplines, DopeSheet, Driver, DriverTarget, DriverVariable, DupliObject, EditBone, EffectorWeights, EnumPropertyItem, EnvironmentMap, Event, FCurve, FCurveKeyframePoints, FCurveModifiers, FCurveSample, FModifier, FModifierEnvelopeControlPoint, FieldSettings, FileSelectParams, FluidSettings, Function, GPencilFrame, GPencilLayer, GPencilStroke, GPencilStrokePoint, GameObjectSettings, GameProperty, GameSoftBodySettings, GroupObjects, Header, Histogram, ID, IDMaterials, IDProperty, IDPropertyGroup, IKParam, ImageUser, KeyConfig, KeyConfigurations, KeyMap, KeyMapItem, KeyMapItems, KeyMaps, Keyframe, KeyingSet, KeyingSetInfo, KeyingSetPath, KeyingSetPaths, KeyingSets, KeyingSetsAll, LampSkySettings, LampTextureSlots, LatticePoint, Macro, MainActions, MainArmatures, MainBrushes, MainCameras, MainCurves, MainFonts, MainGroups, MainImages, MainLamps, MainLattices, MainMaterials, MainMeshes, MainMetaBalls, MainNodeTrees, MainObjects, MainParticles, MainScenes, MainTexts, MainTextures, MainWorlds, MaterialHalo, MaterialPhysics, MaterialRaytraceMirror, MaterialRaytraceTransparency, MaterialSlot, MaterialStrand, MaterialSubsurfaceScattering, MaterialTextureSlots, MaterialVolume, Menu, MeshColor, MeshColorLayer, MeshEdge, MeshEdges, MeshFace, MeshFaces, MeshFloatProperty, MeshFloatPropertyLayer, MeshIntProperty, MeshIntPropertyLayer, MeshSticky, MeshStringProperty, MeshStringPropertyLayer, MeshTextureFace, MeshTextureFaceLayer, MeshVertex, MeshVertices, MetaBallElements, MetaElement, Modifier, MotionPath, MotionPathVert, NlaStrip, NlaTrack, Node, NodeLink, NodeLinks, NodeSocket, ObjectBase, ObjectConstraints, ObjectModifiers, Operator, OperatorProperties, OperatorTypeMacro, PackedFile, Paint, Panel, Particle, ParticleBrush, ParticleDupliWeight, ParticleEdit, ParticleHairKey, ParticleKey, ParticleSystem, ParticleSystems, ParticleTarget, PointCache, PointCaches, PointDensity, Pose, PoseBone, PoseBoneConstraints, Property, Region, RegionView3D, RenderEngine, RenderLayer, RenderLayers, RenderPass, RenderResult, RenderSettings, SPHFluidSettings, SceneBases, SceneGameData, SceneObjects, SceneRenderLayer, Scopes, Sensor, Sequence, SequenceColorBalance, SequenceCrop, SequenceEditor, SequenceElement, SequenceProxy, SequenceTransform, ShaderNodes, ShapeKey, ShapeKeyBezierPoint, ShapeKeyCurvePoint, ShapeKeyPoint, SmokeCollSettings, SmokeDomainSettings, SmokeFlowSettings, SoftBodySettings, Space, SpaceUVEditor, Spline, SplineBezierPoints, SplinePoint, SplinePoints, Struct, TexMapping, TextBox, TextCharacterFormat, TextLine, TextMarker, TextureNodes, TextureSlot, Theme, ThemeAudioWindow, ThemeBoneColorSet, ThemeConsole, ThemeDopeSheet, ThemeFileBrowser, ThemeFontStyle, ThemeGraphEditor, ThemeImageEditor, ThemeInfo, ThemeLogicEditor, ThemeNLAEditor, ThemeNodeEditor, ThemeOutliner, ThemeProperties, ThemeSequenceEditor, ThemeStyle, ThemeTextEditor, ThemeTimeline, ThemeUserInterface, ThemeUserPreferences, ThemeView3D, ThemeWidgetColors, ThemeWidgetStateColors, TimelineMarker, TimelineMarkers, ToolSettings, TransformOrientation, UILayout, UVProjector, UVTextures, UnitSettings, UnknownType, UserPreferences, UserPreferencesEdit, UserPreferencesFilePaths, UserPreferencesInput, UserPreferencesSystem, UserPreferencesView, UserSolidLight, VertexColors, VertexGroup, VertexGroupElement, VertexGroups, VoxelData, Window, WorldLighting, WorldMistSettings, WorldStarsSettings, WorldTextureSlots

class bpy.types.**bpy_struct**

built-in base class for all classes in bpy.types.

Note: Note that bpy.types.bpy_struct is not actually available from within blender, it only exists for the purpose

of documentation.

as_pointer ()

Returns the memory address which holds a pointer to blenders internal data

Returns int (memory address).

Return type int

Note: This is intended only for advanced script writers who need to pass blender data to their own C/Python modules.

Undocumented ([contribute](#))

Undocumented ([contribute](#))

driver_add (*path*, *index=-1*)

Adds driver(s) to the given property

Parameters

- **path** (*string*) – path to the property to drive, analogous to the fcurve’s data path.
- **index** (*int*) – array index of the property drive. Defaults to -1 for all indicies or a single channel if the property is not an array.

Returns The driver(s) added.

Return type `FCurve` or list if index is -1 with an array property.

driver_remove (*path*, *index=-1*)

Remove driver(s) from the given property

Parameters

- **path** (*string*) – path to the property to drive, analogous to the fcurve’s data path.
- **index** (*int*) – array index of the property drive. Defaults to -1 for all indicies or a single channel if the property is not an array.

Returns Success of driver removal.

Return type boolean

get (*key*, *default=None*)

Returns the value of the custom property assigned to key or default when not found (matches pythons dictionary function of the same name).

Parameters

- **key** (*string*) – The key associated with the custom property.
- **default** – Optional argument for the value to return if *key* is not found.

Note: Only `ID`, `Bone` and `PoseBone` classes support custom properties.

is_property_hidden (*property*)

Check if a property is hidden.

Returns True when the property is hidden.

Return type boolean

is_property_set (*property*)

Check if a property is set, use for testing operator properties.

Returns True when the property has been set.

Return type boolean

items ()

Returns the items of this objects custom properties (matches python's dictionary function of the same name).

Returns custom property key, value pairs.

Return type list of key, value tuples

Note: Only `ID`, `Bone` and `PoseBone` classes support custom properties.

keyframe_delete (*data_path*, *index=-1*, *frame=bpy.context.scene.frame_current*, *group=""*)

Remove a keyframe from this properties fcurve.

Parameters

- **data_path** (*string*) – path to the property to remove a key, analogous to the fcurve's data path.
- **index** (*int*) – array index of the property to remove a key. Defaults to -1 removing all indices or a single channel if the property is not an array.
- **frame** (*float*) – The frame on which the keyframe is deleted, defaulting to the current frame.
- **group** (*str*) – The name of the group the F-Curve should be added to if it doesn't exist yet.

Returns Success of keyframe deletion.

Return type boolean

keyframe_insert (*data_path*, *index=-1*, *frame=bpy.context.scene.frame_current*, *group=""*)

Insert a keyframe on the property given, adding fcurves and animation data when necessary.

Parameters

- **data_path** (*string*) – path to the property to key, analogous to the fcurve's data path.
- **index** (*int*) – array index of the property to key. Defaults to -1 which will key all indices or a single channel if the property is not an array.
- **frame** (*float*) – The frame on which the keyframe is inserted, defaulting to the current frame.
- **group** (*str*) – The name of the group the F-Curve should be added to if it doesn't exist yet.

Returns Success of keyframe insertion.

Return type boolean

keys ()

Returns the keys of this objects custom properties (matches python's dictionary function of the same name).

Returns custom property keys.

Return type list of strings

Note: Only `ID`, `Bone` and `PoseBone` classes support custom properties.

path_from_id (*property=""*)

Returns the data path from the ID to this object (string).

Parameters

- **property** (*string*) – Optional property name which can be used if the path is to a property of this object.

Returns The path from `bpy_struct.id_data` to this struct and property (when given).

Return type str

path_resolve (*path*, *coerce=True*)

Returns the property from the path, raise an exception when not found.

Parameters

- **path** (*string*) – path which this property resolves.
- **coerce** (*boolean*) – optional argument, when True, the property will be converted into its python representation.

type_recast ()

Return a new instance, this is needed because types such as textures can be changed at runtime.

Returns a new instance of this object with the type initialized again.

Return type subclass of `bpy_struct`

values ()

Returns the values of this objects custom properties (matches python's dictionary function of the same name).

Returns custom property values.

Return type list

Note: Only `ID`, `Bone` and `PoseBone` classes support custom properties.

id_data

The `ID` object this datablock is from or None, (not available for all data types)

1.4 Utilities (bpy.utils)

This module contains utility functions specific to blender but not associated with blenders internal data.

`bpy.utils.addon_check` (*module_name*)

Returns the loaded state of the addon.

Parameters

- **module_name** (*string*) – The name of the addon and module.

Returns (loaded_default, loaded_state)

Return type tuple of booleans

`bpy.utils.addon_disable` (*module_name*, *default_set=True*)

Disables an addon by name.

Parameters

- **module_name** (*string*) – The name of the addon and module.

`bpy.utils.addon_enable` (*module_name*, *default_set=True*)

Enables an addon by name.

Parameters

- **module_name** (*string*) – The name of the addon and module.

Returns the loaded module or None on failier.

Return type module

`bpy.utils.addon_reset_all` (*reload_scripts=False*)
Sets the addon state based on the user preferences.

`bpy.utils.blend_paths` (*absolute=False*)
Returns a list of paths to external files referenced by the loaded .blend file.

Parameters

- **absolute** (*boolean*) – When true the paths returned are made absolute.

Returns path list.

Return type list of strigs

`bpy.utils.keyconfig_set` (*filepath*)

`bpy.utils.load_scripts` (*reload_scripts=False, refresh_scripts=False*)
Load scripts and run each modules register function.

Parameters

- **reload_scripts** (*bool*) – Causes all scripts to have their unregister method called before loading.
- **refresh_scripts** (*bool*) – only load scripts which are not already loaded as modules.

`bpy.utils.modules_from_path` (*path, loaded_modules*)
Load all modules in a path and return them as a list.

Parameters

- **path** (*string*) – this path is scanned for scripts and packages.
- **loaded_modules** (*set*) – already loaded module names, files matching these names will be ignored.

Returns all loaded modules.

Return type list

`bpy.utils.preset_find` (*name, preset_path, display_name=False*)

`bpy.utils.preset_paths` (*subdir*)
Returns a list of paths for a specific preset.

`bpy.utils.script_paths` (*subdir=None, user=True*)
Returns a list of valid script paths from the home directory and user preferences.

Accepts any number of string arguments which are joined to make a path.

`bpy.utils.smppte_from_frame` (*frame, fps=None, fps_base=None*)
Returns an SMPTE formatted string from the frame: “HH:MM:SS:FF”.

If *fps* and *fps_base* are not given the current scene is used.

`bpy.utils.smppte_from_seconds` (*time, fps=None*)
Returns an SMPTE formatted string from the time in seconds: “HH:MM:SS:FF”.

If the *fps* is not given the current scene is used.

`bpy.utils.user_resource` (*type, subdir*)
Returns a list of paths to external files referenced by the loaded .blend file.

Parameters

- **type** (*string*) – Resource type in ['DATAFILES', 'CONFIG', 'SCRIPTS', 'AUTOSAVE'].

- **subdir** (*string*) – Optional subdirectory.

Returns a path.

Return type string

`bpy.utils.user_script_path()`

1.5 Path Utilities (bpy.path)

This module has a similar scope to `os.path`, containing utility functions for dealing with paths in Blender.

`bpy.path.abspath(path)`

Returns the absolute path relative to the current blend file using the “/” prefix.

`bpy.path.clean_name(name, replace='_')`

Returns a name with characters replaced that may cause problems under various circumstances, such as writing to a file. All characters besides A-Z/a-z, 0-9 are replaced with “_” or the replace argument if defined.

`bpy.path.display_name(name)`

Creates a display string from name to be used menus and the user interface. Capitalize the first letter in all lowercase names, mixed case names are kept as is. Intended for use with filenames and module names.

`bpy.path.ensure_ext(filepath, ext, case_sensitive=False)`

Return the path with the extension added its its not already set.

Parameters

- **ext** (*string*) – The extension to check for.
- **case_sensitive** (*bool*) – Check for matching case when comparing extensions.

`bpy.path.is_subdir(path, directory)`

Returns true if *path* in a subdirectory of *directory*. Both paths must be absolute.

`bpy.path.module_names(path, recursive=False)`

Return a list of modules which can be imported from *path*.

Parameters

- **path** (*string*) – a directory to scan.
- **recursive** (*bool*) – Also return submodule names for packages.

Returns a list of string pairs (module_name, module_file).

Return type list

`bpy.path.relpath(path, start=None)`

Returns the path relative to the current blend file using the “/” prefix.

Parameters

- **start** (*string*) – Relative to this path, when not set the current filename is used.

`bpy.path.resolve_ncase(path)`

Resolve a case insensitive path on a case sensitive system, returning a string with the path if found else return the original path.

1.6 Application Data (bpy.app)

This module contains application values that remain unchanged during runtime.

- `bpy.app.debug`
Boolean, set when blender is running in debug mode (started with -d)
- `bpy.app.driver_namespace`
Dictionary for drivers namespace, editable in-place, reset on file load (read-only)
- `bpy.app.tempdir`
String, the temp directory used by blender (read-only)
- `bpy.app.background`
Boolean, True when blender is running without a user interface (started with -b)
- `bpy.app.binary_path`
The location of blenders executable, useful for utilities that spawn new instances
- `bpy.app.build_cflags`
C compiler flags
- `bpy.app.build_cxxflags`
C++ compiler flags
- `bpy.app.build_date`
The date this blender instance was built
- `bpy.app.build_linkflags`
Binary linking flags
- `bpy.app.build_platform`
The platform this blender instance was built for
- `bpy.app.build_revision`
The subversion revision this blender instance was built with
- `bpy.app.build_system`
Build system used
- `bpy.app.build_time`
The time this blender instance was built
- `bpy.app.build_type`
The type of build (Release, Debug)
- `bpy.app.version`
The Blender version as a tuple of 3 numbers. eg. (2, 50, 11)
- `bpy.app.version_string`
The Blender version formatted as a string

1.7 Property Definitions (bpy.props)

This module defines properties to extend blenders internal data, the result of these functions is used to assign properties to classes registered with blender and can't be used directly.

- `bpy.props.BoolProperty` (*name=""*, *description=""*, *default=False*, *options={'ANIMATABLE'}*, *subtype='NONE'*)
Returns a new boolean property definition.

Parameters

- **options** (*set*) – Enumerator in [`'HIDDEN'`, `'ANIMATABLE'`].
- **subtype** (*string*) – Enumerator in [`'UNSIGNED'`, `'PERCENTAGE'`, `'FACTOR'`, `'ANGLE'`, `'TIME'`, `'DISTANCE'`, `'NONE'`].

`bpy.props.BoolVectorProperty` (*name=""*, *description=""*, *default=(False, False, False)*, *options={'ANIMATABLE'}*, *subtype='NONE'*, *size=3*)

Returns a new vector boolean property definition.

Parameters

- **options** (*set*) – Enumerator in [`'HIDDEN'`, `'ANIMATABLE'`].
- **subtype** (*string*) – Enumerator in [`'COLOR'`, `'TRANSLATION'`, `'DIRECTION'`, `'VELOCITY'`, `'ACCELERATION'`, `'MATRIX'`, `'EULER'`, `'QUATERNION'`, `'AXISANGLE'`, `'XYZ'`, `'COLOR_GAMMA'`, `'LAYER'`, `'NONE'`].

`bpy.props.CollectionProperty` (*items*, *type=""*, *description=""*, *default=""*, *options={'ANIMATABLE'}*)

Returns a new collection property definition.

Parameters

- **options** (*set*) – Enumerator in [`'HIDDEN'`, `'ANIMATABLE'`].
- **type** (*class*) – Dynamic type from `bpy.types`.

`bpy.props.EnumProperty` (*items*, *name=""*, *description=""*, *default=""*, *options={'ANIMATABLE'}*)

Returns a new enumerator property definition.

Parameters

- **options** (*set*) – Enumerator in [`'HIDDEN'`, `'ANIMATABLE'`].
- **items** (*sequence of string triplets*) – The items that make up this enumerator.

`bpy.props.FloatProperty` (*name=""*, *description=""*, *default=0.0*, *min=sys.float_info.min*, *max=sys.float_info.max*, *soft_min=sys.float_info.min*, *soft_max=sys.float_info.max*, *step=3*, *precision=2*, *options={'ANIMATABLE'}*, *subtype='NONE'*, *unit='NONE'*)

Returns a new float property definition.

Parameters

- **options** (*set*) – Enumerator in [`'HIDDEN'`, `'ANIMATABLE'`].
- **subtype** (*string*) – Enumerator in [`'UNSIGNED'`, `'PERCENTAGE'`, `'FACTOR'`, `'ANGLE'`, `'TIME'`, `'DISTANCE'`, `'NONE'`].
- **unit** (*string*) – Enumerator in [`'NONE'`, `'LENGTH'`, `'AREA'`, `'VOLUME'`, `'ROTATION'`, `'TIME'`, `'VELOCITY'`, `'ACCELERATION'`].

`bpy.props.FloatVectorProperty` (*name=""*, *description=""*, *default=(0.0, 0.0, 0.0)*, *min=sys.float_info.min*, *max=sys.float_info.max*, *soft_min=sys.float_info.min*, *soft_max=sys.float_info.max*, *step=3*, *precision=2*, *options={'ANIMATABLE'}*, *subtype='NONE'*, *size=3*)

Returns a new vector float property definition.

Parameters

- **options** (*set*) – Enumerator in [`'HIDDEN'`, `'ANIMATABLE'`].

- **subtype** (*string*) – Enumerator in ['COLOR', 'TRANSLATION', 'DIRECTION', 'VELOCITY', 'ACCELERATION', 'MATRIX', 'EULER', 'QUATERNION', 'AXISANGLE', 'XYZ', 'COLOR_GAMMA', 'LAYER', 'NONE'].

`bpy.props.IntProperty` (*name=""*, *description=""*, *default=0*, *min=-sys.maxint*, *max=sys.maxint*, *soft_min=-sys.maxint*, *soft_max=sys.maxint*, *step=1*, *options={'ANIMATABLE'}*, *subtype='NONE'*)

Returns a new int property definition.

Parameters

- **options** (*set*) – Enumerator in ['HIDDEN', 'ANIMATABLE'].
- **subtype** (*string*) – Enumerator in ['UNSIGNED', 'PERCENTAGE', 'FACTOR', 'ANGLE', 'TIME', 'DISTANCE', 'NONE'].

`bpy.props.IntVectorProperty` (*name=""*, *description=""*, *default=(0, 0, 0)*, *min=-sys.maxint*, *max=sys.maxint*, *soft_min=-sys.maxint*, *soft_max=sys.maxint*, *options={'ANIMATABLE'}*, *subtype='NONE'*, *size=3*)

Returns a new vector int property definition.

Parameters

- **options** (*set*) – Enumerator in ['HIDDEN', 'ANIMATABLE'].
- **subtype** (*string*) – Enumerator in ['COLOR', 'TRANSLATION', 'DIRECTION', 'VELOCITY', 'ACCELERATION', 'MATRIX', 'EULER', 'QUATERNION', 'AXISANGLE', 'XYZ', 'COLOR_GAMMA', 'LAYER', 'NONE'].

`bpy.props.PointerProperty` (*items*, *type=""*, *description=""*, *default=""*, *options={'ANIMATABLE'}*)

Returns a new pointer property definition.

Parameters

- **options** (*set*) – Enumerator in ['HIDDEN', 'ANIMATABLE'].
- **type** (*class*) – Dynamic type from `bpy.types`.

`bpy.props.RemoveProperty` (*attr*)

Removes a dynamically defined property.

Parameters

- **attr** (*string*) – Property name.

`bpy.props.StringProperty` (*name=""*, *description=""*, *default=""*, *maxlen=0*, *options={'ANIMATABLE'}*, *subtype='NONE'*)

Returns a new string property definition.

Parameters

- **options** (*set*) – Enumerator in ['HIDDEN', 'ANIMATABLE'].
- **subtype** (*string*) – Enumerator in ['FILE_PATH', 'DIR_PATH', 'FILENAME', 'NONE'].

STANDALONE MODULES

2.1 Math Types & Utilities (mathutils)

This module provides access to matrices, eulers, quaternions and vectors.

```
import mathutils
from math import radians

vec = mathutils.Vector((1.0, 2.0, 3.0))

mat_rot = mathutils.Matrix.Rotation(radians(90), 4, 'X')
mat_trans = mathutils.Matrix.Translation(vec)

mat = mat_trans * mat_rot
mat.invert()

mat3 = mat.rotation_part()
quat1 = mat.to_quat()
quat2 = mat3.to_quat()

angle = quat1.difference(quat2)

print(angle)
```

class `mathutils.Color`

This object gives access to Colors in Blender.

copy()

Returns a copy of this color.

Returns A copy of the color.

Return type `Color`

Note: use this to get a copy of a wrapped color with no reference to the original data.

b

Blue color channel.

Type float

g

Green color channel.

Type float

h
HSV Hue component in [0, 1].

Type float

hsv
HSV Values in [0, 1].

Type float triplet

is_wrapped
True when this object wraps external data (readonly).

Type boolean

owner
The item this is wrapping or None (readonly).

r
Red color channel.

Type float

s
HSV Saturation component in [0, 1].

Type float

v
HSV Value component in [0, 1].

Type float

class `mathutils.Euler`
This object gives access to Eulers in Blender.

```
import mathutils
```

```
# todo
```

copy()
Returns a copy of this euler.

Returns A copy of the euler.

Return type `Euler`

Note: use this to get a copy of a wrapped euler with no reference to the original data.

make_compatible(*other*)
Make this euler compatible with another, so interpolating between them works as intended.

Parameters

- **other** (`Euler`) – make compatible with this rotation.

Returns an instance of itself.

Return type `Euler`

Note: the order of eulers must match or an exception is raised.

rotate_axis(*axis*, *angle*)
Rotates the euler a certain amount and returning a unique euler rotation (no 720 degree pitches).

Parameters

- **axis** (*string*) – single character in ['X', 'Y', 'Z'].
- **angle** (*float*) – angle in radians.

Returns an instance of itself

Return type `Euler`

to_matrix()

Return a matrix representation of the euler.

Returns A 3x3 rotation matrix representation of the euler.

Return type `Matrix`

to_quat()

Return a quaternion representation of the euler.

Returns Quaternion representation of the euler.

Return type `Quaternion`

unique()

Calculate a unique rotation for this euler. Avoids gimble lock.

Returns an instance of itself

Return type `Euler`

zero()

Set all values to zero.

Returns an instance of itself

Return type `Euler`

is_wrapped

True when this object wraps external data (readonly).

Type `boolean`

order

Euler rotation order.

Type string in ['XYZ', 'XZY', 'YXZ', 'YZX', 'ZXY', 'ZYX']

owner

The item this is wrapping or None (readonly).

x

Euler X axis in radians.

Type `float`

y

Euler Y axis in radians.

Type `float`

z

Euler Z axis in radians.

Type `float`

class `mathutils.Matrix`

This object gives access to Matrices in Blender.

```
import mathutils
```

```
# todo
```

classmethod **OrthoProjection** (*plane, size, axis*)

Create a matrix to represent an orthographic projection.

Parameters

- **plane** (*string*) – Can be any of the following: ['X', 'Y', 'XY', 'XZ', 'YZ', 'R'], where a single axis is for a 2D matrix and 'R' requires axis is given.
- **size** (*int*) – The size of the projection matrix to construct [2, 4].
- **axis** (*Vector*) – Arbitrary perpendicular plane vector (optional).

Returns A new projection matrix.

Return type *Matrix*

classmethod **Rotation** (*angle, size, axis*)

Create a matrix representing a rotation.

Parameters

- **angle** (*float*) – The angle of rotation desired, in radians.
- **size** (*int*) – The size of the rotation matrix to construct [2, 4].
- **axis** (*string or Vector*) – a string in ['X', 'Y', 'Z'] or a 3D Vector Object (optional when size is 2).

Returns A new rotation matrix.

Return type *Matrix*

classmethod **Scale** (*factor, size, axis*)

Create a matrix representing a scaling.

Parameters

- **factor** (*float*) – The factor of scaling to apply.
- **size** (*int*) – The size of the scale matrix to construct [2, 4].
- **axis** (*Vector*) – Direction to influence scale. (optional).

Returns A new scale matrix.

Return type *Matrix*

classmethod **Shear** (*plane, factor, size*)

Create a matrix to represent an shear transformation.

Parameters

- **plane** (*string*) – Can be any of the following: ['X', 'Y', 'XY', 'XZ', 'YZ'], where a single axis is for a 2D matrix.
- **factor** (*float*) – The factor of shear to apply.
- **size** (*int*) – The size of the shear matrix to construct [2, 4].

Returns A new shear matrix.

Return type *Matrix*

classmethod Translation (*vector*)

Create a matrix representing a translation.

Parameters

- **vector** (*Vector*) – The translation vector.

Returns An identity matrix with a translation.

Return type *Matrix*

copy ()

Returns a copy of this matrix.

Returns an instance of itself

Return type *Matrix*

decompose ()

Return the location, rotaion and scale components of this matrix.

Returns loc, rot, scale triple.

Return type (*Vector*, *Quaternion*, *Vector*)

determinant ()

Return the determinant of a matrix.

Returns Return a the determinant of a matrix.

Return type float

See Also:

<<http://en.wikipedia.org/wiki/Determinant>>

identity ()

Set the matrix to the identity matrix.

Returns an instance of itself

Return type *Matrix*

Note: An object with zero location and rotation, a scale of one, will have an identity matrix.

See Also:

<http://en.wikipedia.org/wiki/Identity_matrix>

invert ()

Set the matrix to its inverse.

Returns an instance of itself.

Return type *Matrix*

Note: *ValueError* exception is raised.

See Also:

<http://en.wikipedia.org/wiki/Inverse_matrix>

lerp (*other*, *factor*)

Returns the interpolation of two matrices.

Parameters

- **other** (*Matrix*) – value to interpolate with.

- **factor** (*float*) – The interpolation value in [0.0, 1.0].

Returns The interpolated rotation.

Return type `Matrix`

resize4x4 ()

Resize the matrix to 4x4.

Returns an instance of itself.

Return type `Matrix`

rotation_part ()

Return the 3d submatrix corresponding to the linear term of the embedded affine transformation in 3d. This matrix represents rotation and scale.

Returns Return the 3d matrix for rotation and scale.

Return type `Matrix`

Note: Note that the (4,4) element of a matrix can be used for uniform scaling too.

scale_part ()

Return a the scale part of a 3x3 or 4x4 matrix.

Returns Return a the scale of a matrix.

Return type `Vector`

Note: This method does not return negative a scale on any axis because it is not possible to obtain this data from the matrix alone.

to_3x3 ()

Return a 3x3 copy of this matrix.

Returns a new matrix.

Return type `Matrix`

to_4x4 ()

Return a 4x4 copy of this matrix.

Returns a new matrix.

Return type `Matrix`

to_euler (*order, euler_compat*)

Return an Euler representation of the rotation matrix (3x3 or 4x4 matrix only).

Parameters

- **order** (*string*) – Optional rotation order argument in ['XYZ', 'XZY', 'YXZ', 'YZX', 'ZXY', 'ZYX'].
- **euler_compat** (`Euler`) – Optional euler argument the new euler will be made compatible with (no axis flipping between them). Useful for converting a series of matrices to animation curves.

Returns Euler representation of the matrix.

Return type `Euler`

to_quat ()

Return a quaternion representation of the rotation matrix.

Returns Quaternion representation of the rotation matrix.

Return type `Quaternion`

translation_part ()

Return a the translation part of a 4 row matrix.

Returns Return a the translation of a matrix.

Return type `Matrix`

Note: Note that the (4,4) element of a matrix can be used for uniform scaling too.

transpose ()

Set the matrix to its transpose.

Returns an instance of itself

Return type `Matrix`

See Also:

<<http://en.wikipedia.org/wiki/Transpose>>

zero ()

Set all the matrix values to zero.

Returns an instance of itself

Return type `Matrix`

col_size

The column size of the matrix (readonly).

Type `int`

is_negative

True if this matrix results in a negative scale, 3x3 and 4x4 only, (readonly).

Type `bool`

is_wrapped

True when this object wraps external data (readonly).

Type `boolean`

median_scale

The average scale applied to each axis (readonly).

Type `float`

owner

The item this is wrapping or None (readonly).

row_size

The row size of the matrix (readonly).

Type `int`

class `mathutils.Quaternion`

This object gives access to Quaternions in Blender.

```
import mathutils
```

```
# todo
```

conjugate ()

Set the quaternion to its conjugate (negate x, y, z).

Returns an instance of itself.

Return type `Quaternion`

copy ()

Returns a copy of this quaternion.

Returns A copy of the quaternion.

Return type `Quaternion`

Note: use this to get a copy of a wrapped quaternion with no reference to the original data.

cross (*other*)

Return the cross product of this quaternion and another.

Parameters

- **other** (`Quaternion`) – The other quaternion to perform the cross product with.

Returns The cross product.

Return type `Quaternion`

difference (*other*)

Returns a quaternion representing the rotational difference.

Parameters

- **other** (`Quaternion`) – second quaternion.

Returns the rotational difference between the two quat rotations.

Return type `Quaternion`

dot (*other*)

Return the dot product of this quaternion and another.

Parameters

- **other** (`Quaternion`) – The other quaternion to perform the dot product with.

Returns The dot product.

Return type `Quaternion`

identity ()

Set the quaternion to an identity quaternion.

Returns an instance of itself.

Return type `Quaternion`

inverse ()

Set the quaternion to its inverse.

Returns an instance of itself.

Return type `Quaternion`

negate ()

Set the quaternion to its negative.

Returns an instance of itself.

Return type `Quaternion`

normalize ()

Normalize the quaternion.

Returns an instance of itself.

Return type `Quaternion`

slerp (*other, factor*)

Returns the interpolation of two quaternions.

Parameters

- **other** (`Quaternion`) – value to interpolate with.
- **factor** (*float*) – The interpolation value in [0.0, 1.0].

Returns The interpolated rotation.

Return type `Quaternion`

to_euler (*order, euler_compat*)

Return Euler representation of the quaternion.

Parameters

- **order** (*string*) – Optional rotation order argument in ['XYZ', 'XZY', 'YXZ', 'YZX', 'ZXY', 'ZYX'].
- **euler_compat** (`Euler`) – Optional euler argument the new euler will be made compatible with (no axis flipping between them). Useful for converting a series of matrices to animation curves.

Returns Euler representation of the quaternion.

Return type `Euler`

to_matrix ()

Return a matrix representation of the quaternion.

Returns A 3x3 rotation matrix representation of the quaternion.

Return type `Matrix`

angle

angle of the quaternion.

Type `float`

axis

quaternion axis as a vector.

Type `Vector`

is_wrapped

True when this object wraps external data (readonly).

Type `boolean`

magnitude

Size of the quaternion (readonly).

Type `float`

owner

The item this is wrapping or None (readonly).

w

Quaternion W value.

Type `float`

x
Quaternion X axis.

Type float

y
Quaternion Y axis.

Type float

z
Quaternion Z axis.

Type float

class `mathutils.Vector`

This object gives access to Vectors in Blender.

```
import mathutils

# zero length vector
vec = mathutils.Vector((0, 0, 1))

# unit length vector
vec_a = vec.copy().normalize()

vec_b = mathutils.Vector((0, 1, 2))

vec2d = mathutils.Vector((1, 2))
vec3d = mathutils.Vector((1, 0, 0))
vec4d = vec_a.copy().resize4D()

# other mathutils types
quat = mathutils.Quaternion()
matrix = mathutils.Matrix()

# Comparison operators can be done on Vector classes:

# greater and less then test vector length.
vec_a > vec_b
vec_a >= vec_b
vec_a < vec_b
vec_a <= vec_b

# ==, != test vector values e.g. 1,2,3 != 3,2,1 even if they are the same length
vec_a == vec_b
vec_a != vec_b

# Math can be performed on Vector classes
vec_a + vec_b
vec_a - vec_b
vec_a * vec_b
vec_a * 10.0
vec_a * matrix
vec_a * vec_b
vec_a * quat
-vec_a

# You can access a vector object like a sequence
```

```

x = vec_a[0]
len(vec)
vec_a[:] = vec_b
vec2d[:] = vec3d[:2]

# Vectors support 'swizzle' operations
# See http://en.wikipedia.org/wiki/Swizzling_(computer_graphics)
vec.xyz = vec.zyx
vec.xy = vec4d.zw
vec.xyz = vec4d.wzz
vec4d.wxyz = vec.yxyx

```

angle (*other*, *fallback*)

Return the angle between two vectors.

Parameters

- **other** (`Vector`) – another vector to compare the angle with
- **fallback** (*any*) – return this value when the angle cant be calculated (zero length vector)

Returns angle in radians or fallback when given

Return type float

Note: Zero length vectors raise an `AttributeError`.

copy ()

Returns a copy of this vector.

Returns A copy of the vector.

Return type `Vector`

Note: use this to get a copy of a wrapped vector with no reference to the original data.

cross (*other*)

Return the cross product of this vector and another.

Parameters

- **other** (`Vector`) – The other vector to perform the cross product with.

Returns The cross product.

Return type `Vector`

Note: both vectors must be 3D

difference (*other*)

Returns a quaternion representing the rotational difference between this vector and another.

Parameters

- **other** (`Vector`) – second vector.

Returns the rotational difference between the two vectors.

Return type `Quaternion`

Note: 2D vectors raise an `AttributeError`.

dot (*other*)

Return the dot product of this vector and another.

Parameters

- **other** (*Vector*) – The other vector to perform the dot product with.

Returns The dot product.

Return type *Vector*

lerp (*other, factor*)

Returns the interpolation of two vectors.

Parameters

- **other** (*Vector*) – value to interpolate with.
- **factor** (*float*) – The interpolation value in [0.0, 1.0].

Returns The interpolated rotation.

Return type *Vector*

negate ()

Set all values to their negative.

Returns an instance of itself

Return type *Vector*

normalize ()

Normalize the vector, making the length of the vector always 1.0.

Returns an instance of itself

Return type *Vector*

<p>Warning: Normalizing a vector where all values are zero results in all axis having a nan value (not a number).</p>
--

Note: Normalize works for vectors of all sizes, however 4D Vectors w axis is left untouched.

project (*other*)

Return the projection of this vector onto the *other*.

Parameters

- **other** (*Vector*) – second vector.

Returns the parallel projection vector

Return type *Vector*

reflect (*mirror*)

Return the reflection vector from the *mirror* argument.

Parameters

- **mirror** (*Vector*) – This vector could be a normal from the reflecting surface.

Returns The reflected vector matching the size of this vector.

Return type *Vector*

resize2D ()

Resize the vector to 2D (x, y).

Returns an instance of itself

Return type *Vector*

resize3D()

Resize the vector to 3D (x, y, z).

Returns an instance of itself

Return type `Vector`

resize4D()

Resize the vector to 4D (x, y, z, w).

Returns an instance of itself

Return type `Vector`

rotate(*axis*, *angle*)

Return vector rotated around axis by angle.

Parameters

- **axis** (`Vector`) – rotation axis.
- **angle** (`float`) – angle in radians.

Returns an instance of itself

Return type `Vector`

to_track_quat(*track*, *up*)

Return a quaternion rotation from the vector and the track and up axis.

Parameters

- **track** (`string`) – Track axis in ['X', 'Y', 'Z', '-X', '-Y', '-Z'].
- **up** (`string`) – Up axis in ['X', 'Y', 'Z'].

Returns rotation from the vector and the track and up axis.

Return type `Quaternion`

to_tuple(*precision=-1*)

Return this vector as a tuple with.

Parameters

- **precision** (`int`) – The number to round the value to in [-1, 21].

Returns the values of the vector rounded by *precision*

Return type tuple

zero()

Set all values to zero.

Returns an instance of itself

Return type `Vector`

is_wrapped

True when this object wraps external data (readonly).

Type boolean

length

Vector Length.

Type float

magnitude

Vector Length.

Type float

owner

The item this is wrapping or None (readonly).

w

Vector W axis (4D Vectors only).

Type float

ww

Undocumented ([contribute](#))

www

Undocumented ([contribute](#))

wwww

Undocumented ([contribute](#))

wwwx

Undocumented ([contribute](#))

wwwy

Undocumented ([contribute](#))

wwwz

Undocumented ([contribute](#))

wwx

Undocumented ([contribute](#))

wwxw

Undocumented ([contribute](#))

wwxx

Undocumented ([contribute](#))

wwxy

Undocumented ([contribute](#))

wwxz

Undocumented ([contribute](#))

wwy

Undocumented ([contribute](#))

wwyw

Undocumented ([contribute](#))

wwyx

Undocumented ([contribute](#))

wwyy

Undocumented ([contribute](#))

wwyz

Undocumented ([contribute](#))

wwz

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wwzw
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wwzx
Undocumented ([contribute](#))

wwzy
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wwzz
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wx
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wxw
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wxww
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wxwx
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wxwy
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wxwz
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wxx
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wxxw
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wxxx
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wxxy
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wxxxz
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wxyw
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wxyx
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wxyy
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wxyz
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wxz
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wxzW
Undocumented ([contribute](#))

wxzx
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wxzy
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wxzz
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wy
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wyxxz
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wzxy
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wzz
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wzzw
Undocumented (contribute)

wzzx
Undocumented (contribute)

wzzy
Undocumented (contribute)

wzzz
Undocumented (contribute)

x
Vector X axis.
Type float

xw
Undocumented (contribute)

xww
Undocumented (contribute)

xwww
Undocumented (contribute)

xwwx
Undocumented (contribute)

xwwy
Undocumented (contribute)

xwwz
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xwx
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xwxw
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xwxx
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xwxy
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xwxz
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xwy
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xwyw
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xwyx
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xwyy
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xwyz
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xwz
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xwzw
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xwzx
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xxx
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xxxx
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xxxxy
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xxxz
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xy
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xyw
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xyx
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xyy
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xyz
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xxz
Undocumented ([contribute](#))

xxzw
Undocumented ([contribute](#))

xxzx
Undocumented ([contribute](#))

xxzy
Undocumented ([contribute](#))

xxzz
Undocumented ([contribute](#))

xy
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xyw
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xyww
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xywx
Undocumented ([contribute](#))

xywy
Undocumented ([contribute](#))

xywz
Undocumented ([contribute](#))

xyx
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xyxy
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xyxz
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xyy
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xyyw
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xyyx
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xyyy
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xyyz
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xyz
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xyzw
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xyzx
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xyzy
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xyzz
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xz
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xzwx
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xzxx
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Undocumented (contribute)

xzyz
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xzz
Undocumented (contribute)

xzzw
Undocumented (contribute)

xzzx
Undocumented (contribute)

xzzy
Undocumented (contribute)

xzzz
Undocumented (contribute)

Y
Vector Y axis.
Type float

yw
Undocumented (contribute)

yww
Undocumented (contribute)

ywww
Undocumented (contribute)

ywwx
Undocumented (contribute)

ywwy
Undocumented (contribute)

ywwz
Undocumented (contribute)

ywx
Undocumented (contribute)

ywxw
Undocumented (contribute)

ywx x
Undocumented (contribute)

ywxy
Undocumented (contribute)

ywxz
Undocumented (contribute)

ywy
Undocumented (contribute)

ywyw
Undocumented (contribute)

ywyx
Undocumented (contribute)

ywyy
Undocumented (contribute)

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ywzw
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ywzx
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yx
Undocumented (contribute)

yxw
Undocumented (contribute)

yxww
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yxwx
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yxwz
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yxxy
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yxxyw
Undocumented (contribute)

yxxyx
Undocumented (contribute)

yxxyy
Undocumented (contribute)

yxyz
Undocumented (contribute)

yxz
Undocumented (contribute)

yxzw
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yxzx
Undocumented (contribute)

yxzy
Undocumented (contribute)

yxzz
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yy
Undocumented (contribute)

yyw
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yyww
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yywx
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yywy
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z
Vector Z axis (3D Vectors only).
Type float

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2.2 Geometry Utilities (mathutils.geometry)

The Blender geometry module

`mathutils.geometry.BarycentricTransform()`
Undocumented (contribute)

`mathutils.geometry.BezierInterp()`
Undocumented (contribute)

`mathutils.geometry.BoxPack2D()`
Undocumented (contribute)

`mathutils.geometry.ClosestPointOnLine` (*pt, line_p1, line_p2*)
Takes a point and a line and returns a tuple with the closest point on the line and its distance from the first point of the line as a percentage of the length of the line.

Return type (`mathutils.Vector`, float)

Parameters

- **pt** (`mathutils.Vector`) – Point
- **line_p1** (`mathutils.Vector`) – First point of the line
- **line_p2** – Second point of the line

`mathutils.geometry.Intersect` (*v1, v2, v3, ray, orig, clip=True*)
Returns the intersection between a ray and a triangle, if possible, returns None otherwise.

Return type boolean

Parameters

- **v1** (`mathutils.Vector`) – Point1
- **v2** (`mathutils.Vector`) – Point2
- **v3** (`mathutils.Vector`) – Point3
- **ray** (`mathutils.Vector`) – Direction of the projection
- **orig** (`mathutils.Vector`) – Origin

- **clip** (*boolean*) – Clip by the ray length

`mathutils.geometry.LineIntersect` (*v1, v2, v3, v4*)

Returns a tuple with the points on each line respectively closest to the other.

Return type tuple with elements being of type `mathutils.Vector`

Parameters

- **v1** (`mathutils.Vector`) – First point of the first line
- **v2** (`mathutils.Vector`) – Second point of the first line
- **v3** (`mathutils.Vector`) – First point of the second line
- **v4** (`mathutils.Vector`) – Second point of the second line

`mathutils.geometry.LineIntersect2D` (*lineA_p1, lineA_p2, lineB_p1, lineB_p2*)

Takes 2 lines (as 4 vectors) and returns a vector for their point of intersection or None.

Return type `mathutils.Vector`

Parameters

- **lineA_p1** (`mathutils.Vector`) – First point of the first line
- **lineA_p2** (`mathutils.Vector`) – Second point of the first line
- **lineB_p1** (`mathutils.Vector`) – First point of the second line
- **lineB_p2** (`mathutils.Vector`) – Second point of the second line

`mathutils.geometry.PointInQuad2D` (*pt, quad_p1, quad_p2, quad_p3, quad_p4*)

Takes 5 vectors (using only the x and y coordinates): one is the point and the next 4 define the quad, only the x and y are used from the vectors. Returns 1 if the point is within the quad, otherwise 0.

Return type `int`

Parameters

- **pt** – Point
- **quad_p1** (`mathutils.Vector`) – First point of the quad
- **quad_p2** (`mathutils.Vector`) – Second point of the quad
- **quad_p3** (`mathutils.Vector`) – Third point of the quad
- **quad_p4** (`mathutils.Vector`) – Forth point of the quad

`mathutils.geometry.PointInTriangle2D` (*pt, tri_p1, tri_p2, tri_p3*)

Takes 4 vectors (using only the x and y coordinates): one is the point and the next 3 define the triangle. Returns 1 if the point is within the triangle, otherwise 0.

Return type `int`

Parameters

- **pt** – Point
- **tri_p1** (`mathutils.Vector`) – First point of the triangle
- **tri_p2** (`mathutils.Vector`) – Second point of the triangle
- **tri_p3** (`mathutils.Vector`) – Third point of the triangle

`mathutils.geometry.PolyFill` (*veclist_list*)

Takes a list of polylines (each point a vector) and returns the point indicies for a polyline filled with triangles.

Return type list

Parameters

- **veclist_list** – list of polylines

`mathutils.geometry.QuadNormal` (*v1*, *v2*, *v3*, *v4*)

Returns the normal of the 3D quad defined.

Return type `mathutils.Vector`

Parameters

- **v1** (`mathutils.Vector`) – Point1
- **v2** (`mathutils.Vector`) – Point2
- **v3** (`mathutils.Vector`) – Point3
- **v4** (`mathutils.Vector`) – Point4

`mathutils.geometry.TriangleArea` (*v1*, *v2*, *v3*)

Returns the area size of the 2D or 3D triangle defined.

Return type float

Parameters

- **v1** (`mathutils.Vector`) – Point1
- **v2** (`mathutils.Vector`) – Point2
- **v3** (`mathutils.Vector`) – Point3

`mathutils.geometry.TriangleNormal` (*v1*, *v2*, *v3*)

Returns the normal of the 3D triangle defined.

Return type `mathutils.Vector`

Parameters

- **v1** (`mathutils.Vector`) – Point1
- **v2** (`mathutils.Vector`) – Point2
- **v3** (`mathutils.Vector`) – Point3

2.3 Font Drawing (blf)

This module provides access to blenders text drawing functions.

`blf.CLIPPING`
constant value 2

`blf.KERNING_DEFAULT`
constant value 8

`blf.ROTATION`
constant value 1

`blf.SHADOW`
constant value 4

`blf.aspect` (*fontid*, *aspect*)
Set the aspect for drawing text.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **aspect** (*float*) – The aspect ratio for text drawing to use.

`blf.blur` (*fontid, radius*)

Set the blur radius for drawing text.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **radius** (*int*) – The radius for blurring text (in pixels).

`blf.clipping` (*fontid, xmin, ymin, xmax, ymax*)

Set the clipping, enable/disable using CLIPPING.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **xmin** (*float*) – Clip the drawing area by these bounds.
- **ymin** (*float*) – Clip the drawing area by these bounds.
- **xmax** (*float*) – Clip the drawing area by these bounds.
- **ymax** (*float*) – Clip the drawing area by these bounds.

`blf.dimensions` (*fontid, text*)

Return the width and height of the text.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **text** (*string*) – the text to draw.

Returns the width and height of the text.

Return type tuple of 2 floats

`blf.disable` (*fontid, option*)

Disable option.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **option** (*int*) – One of ROTATION, CLIPPING, SHADOW or KERNING_DEFAULT.

`blf.draw` (*fontid, text*)

Draw text in the current context.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **text** (*string*) – the text to draw.

`blf.enable` (*fontid, option*)

Enable option.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **option** (*int*) – One of ROTATION, CLIPPING, SHADOW or KERNING_DEFAULT.

`blf.load(filename)`

Load a new font.

Parameters

- **filename** (*string*) – the filename of the font.

Returns the new font's fontid or -1 if there was an error.

Return type integer

`blf.position(fontid, x, y, z)`

Set the position for drawing text.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **x** (*float*) – X axis position to draw the text.
- **y** (*float*) – Y axis position to draw the text.
- **z** (*float*) – Z axis position to draw the text.

`blf.rotation(fontid, angle)`

Set the text rotation angle, enable/disable using ROTATION.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **angle** (*float*) – The angle for text drawing to use.

`blf.shadow(fontid, level, r, g, b, a)`

Shadow options, enable/disable using SHADOW.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **level** (*int*) – The blur level, can be 3, 5 or 0.
- **r** (*float*) – Shadow color (red channel 0.0 - 1.0).
- **g** (*float*) – Shadow color (green channel 0.0 - 1.0).
- **b** (*float*) – Shadow color (blue channel 0.0 - 1.0).
- **a** (*float*) – Shadow color (alpha channel 0.0 - 1.0).

`blf.shadow_offset(fontid, x, y)`

Set the offset for shadow text.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **x** (*float*) – Vertical shadow offset value in pixels.
- **y** (*float*) – Horizontal shadow offset value in pixels.

`blf.size(fontid, size, dpi)`

Set the size and dpi for drawing text.

Parameters

- **fontid** (*int*) – The id of the typeface as returned by `blf.load()`, for default font use 0.
- **size** (*int*) – Point size of the font.

- **dpi** (*int*) – dots per inch value to use for drawing.

2.4 Audio System (aud)

This module provides access to the audaspace audio library.

aud.AUD_DEVICE_JACK
constant value 3

aud.AUD_DEVICE_NULL
constant value 0

aud.AUD_DEVICE_OPENAL
constant value 1

aud.AUD_DEVICE_SDL
constant value 2

aud.AUD_DISTANCE_MODEL_EXPONENT
constant value 5

aud.AUD_DISTANCE_MODEL_EXPONENT_CLAMPED
constant value 6

aud.AUD_DISTANCE_MODEL_INVALID
constant value 0

aud.AUD_DISTANCE_MODEL_INVERSE
constant value 1

aud.AUD_DISTANCE_MODEL_INVERSE_CLAMPED
constant value 2

aud.AUD_DISTANCE_MODEL_LINEAR
constant value 3

aud.AUD_DISTANCE_MODEL_LINEAR_CLAMPED
constant value 4

aud.AUD_FORMAT_FLOAT32
constant value 36

aud.AUD_FORMAT_FLOAT64
constant value 40

aud.AUD_FORMAT_INVALID
constant value 0

aud.AUD_FORMAT_S16
constant value 18

aud.AUD_FORMAT_S24
constant value 19

aud.AUD_FORMAT_S32
constant value 20

aud.AUD_FORMAT_U8
constant value 1

aud.AUD_STATUS_INVALID
constant value 0

aud.**AUD_STATUS_PAUSED**
constant value 2

aud.**AUD_STATUS_PLAYING**
constant value 1

device()

Returns the application's *Device*.

return The application's *Device*.

rtype *Device*

class aud.**Device**

Device objects represent an audio output backend like OpenAL or SDL, but might also represent a file output or RAM buffer output.

lock()

Locks the device so that it's guaranteed, that no samples are read from the streams until `unlock()` is called. This is useful if you want to do start/stop/pause/resume some sounds at the same time.

Note: The device has to be unlocked as often as locked to be able to continue playback.

Warning: Make sure the time between locking and unlocking is as short as possible to avoid clicks.

play(factory, keep=False)

Plays a factory.

Parameters

- **factory** (*Factory*) – The factory to play.
- **keep** (*bool*) – See `Handle.keep`.

Returns The playback handle with which playback can be controlled with.

Return type *Handle*

unlock()

Unlocks the device after a lock call, see `lock()` for details.

channels

The channel count of the device.

distance_model

The distance model of the device.

See Also:

http://connect.creativelabs.com/openal/Documentation/OpenAL%201.1%20Specification.htm#_Toc199835864

doppler_factor

The doppler factor of the device. This factor is a scaling factor for the velocity vectors in doppler calculation. So a value bigger than 1 will exaggerate the effect as it raises the velocity.

format

The native sample format of the device.

listener_location

The listeners's location in 3D space, a 3D tuple of floats.

listener_orientation

The listener's orientation in 3D space as quaternion, a 4 float tuple.

listener_velocity

The listener's velocity in 3D space, a 3D tuple of floats.

rate

The sampling rate of the device in Hz.

speed_of_sound

The speed of sound of the device. The speed of sound in air is typically 343 m/s.

volume

The overall volume of the device.

class `aud.Factory`

Factory objects are immutable and represent a sound that can be played simultaneously multiple times. They are called factories because they create reader objects internally that are used for playback.

`file(filename)`

Creates a factory object of a sound file.

Parameters

- **filename** (*string*) – Path of the file.

Returns The created `Factory` object.

Return type `Factory`

Warning: If the file doesn't exist or can't be read you will not get an exception immediately, but when you try to start playback of that factory.

`sine(frequency, rate=44100)`

Creates a sine factory which plays a sine wave.

Parameters

- **frequency** (*float*) – The frequency of the sine wave in Hz.
- **rate** (*int*) – The sampling rate in Hz. It's recommended to set this value to the playback device's sampling rate to avoid resampling.

Returns The created `Factory` object.

Return type `Factory`

`buffer()`

Buffers a factory into RAM. This saves CPU usage needed for decoding and file access if the underlying factory reads from a file on the harddisk, but it consumes a lot of memory.

Returns The created `Factory` object.

Return type `Factory`

Note: Only known-length factories can be buffered.

Warning: Raw PCM data needs a lot of space, only buffer short factories.

`delay(time)`

Delays by playing adding silence in front of the other factory's data.

Parameters

- **time** (*float*) – How many seconds of silence should be added before the factory.

Returns The created `Factory` object.

Return type `Factory`

`fadein(start, length)`

Fades a factory in by raising the volume linearly in the given time interval.

Parameters

- **start** (*float*) – Time in seconds when the fading should start.
- **length** (*float*) – Time in seconds how long the fading should last.

Returns The created `Factory` object.

Return type `Factory`

Note: Before the fade starts it plays silence.

`fadeout(start, length)`

Fades a factory in by lowering the volume linearly in the given time interval.

Parameters

- **start** (*float*) – Time in seconds when the fading should start.
- **length** (*float*) – Time in seconds how long the fading should last.

Returns The created `Factory` object.

Return type `Factory`

Note: After the fade this factory plays silence, so that the length of the factory is not altered.

`filter(b, a = (1))`

Filters a factory with the supplied IIR filter coefficients. Without the second parameter you'll get a FIR filter. If the first value of the a sequence is 0 it will be set to 1 automatically. If the first value of the a sequence is neither 0 nor 1, all filter coefficients will be scaled by this value so that it is 1 in the end, you don't have to scale yourself.

Parameters

- **b** (*sequence of float*) – The nominator filter coefficients.
- **a** (*sequence of float*) – The denominator filter coefficients.

Returns The created `Factory` object.

Return type `Factory`

`highpass(frequency, Q=0.5)`

Creates a second order highpass filter based on the transfer function $H(s) = s^2 / (s^2 + s/Q + 1)$

Parameters

- **frequency** (*float*) – The cut off frequency of the highpass.
- **Q** (*float*) – Q factor of the lowpass.

Returns The created `Factory` object.

Return type `Factory`

`join(factory)`

Plays two factories in sequence.

Parameters

- **factory** (`Factory`) – The factory to play second.

Returns The created `Factory` object.

Return type `Factory`

Note: The two factories have to have the same specifications (channels and samplerate).

`limit(start, end)`

Limits a factory within a specific start and end time.

Parameters

- **start** (`float`) – Start time in seconds.
- **end** (`float`) – End time in seconds.

Returns The created `Factory` object.

Return type `Factory`

`loop(count)`

Loops a factory.

Parameters

- **count** (`integer`) – How often the factory should be looped. Negative values mean endlessly.

Returns The created `Factory` object.

Return type `Factory`

Note: This is a filter function, you might consider using `Handle.loop_count` instead.

`lowpass(frequency, Q=0.5)`

Creates a second order lowpass filter based on the transfer function $H(s) = 1 / (s^2 + s/Q + 1)$

Parameters

- **frequency** (`float`) – The cut off frequency of the lowpass.
- **Q** (`float`) – Q factor of the lowpass.

Returns The created `Factory` object.

Return type `Factory`

`mix(factory)`

Mixes two factories.

Parameters

- **factory** (`Factory`) – The factory to mix over the other.

Returns The created `Factory` object.

Return type `Factory`

Note: The two factories have to have the same specifications (channels and samplerate).

pingpong()

Plays a factory forward and then backward. This is like joining a factory with its reverse.

Returns The created `Factory` object.

Return type `Factory`

pitch(factor)

Changes the pitch of a factory with a specific factor.

Parameters

- **factor** (*float*) – The factor to change the pitch with.

Returns The created `Factory` object.

Return type `Factory`

Note: This is done by changing the sample rate of the underlying factory, which has to be an integer, so the factor value rounded and the factor may not be 100 % accurate.

Note: This is a filter function, you might consider using `Handle.pitch` instead.

reverse()

Plays a factory reversed.

Returns The created `Factory` object.

Return type `Factory`

Note: The factory has to have a finite length and has to be seekable. It's recommended to use this only with factories with fast and accurate seeking, which is not true for encoded audio files, such ones should be buffered using `buffer()` before being played reversed.

<p>Warning: If seeking is not accurate in the underlying factory you'll likely hear skips/jumps/cracks.</p>
--

square(threshold = 0)

Makes a square wave out of an audio wave by setting all samples with a amplitude \geq threshold to 1, all \leq -threshold to -1 and all between to 0.

Parameters

- **threshold** (*float*) – Threshold value over which an amplitude counts non-zero.

Returns The created `Factory` object.

Return type `Factory`

volume(volume)

Changes the volume of a factory.

Parameters

- **volume** (*float*) – The new volume..

Returns The created `Factory` object.

Return type `Factory`

Note: Should be in the range [0, 1] to avoid clipping.

Note: This is a filter function, you might consider using `Handle.volume` instead.

class `aud.Handle`

Handle objects are playback handles that can be used to control playback of a sound. If a sound is played back multiple times then there are as many handles.

`pause()`

Pauses playback.

Returns Whether the action succeeded.

Return type `bool`

`resume()`

Resumes playback.

Returns Whether the action succeeded.

Return type `bool`

`stop()`

Stops playback.

Returns Whether the action succeeded.

Return type `bool`

Note: This makes the handle invalid.

attenuation

This factor is used for distance based attenuation of the source.

See Also:

`Device.distance_model`

cone_angle_inner

The opening angle of the inner cone of the source. If the cone values of a source are set there are two (audible) cones with the apex at the `location` of the source and with infinite height, heading in the direction of the source's `orientation`. In the inner cone the volume is normal. Outside the outer cone the volume will be `cone_volume_outer` and in the area between the volume will be interpolated linearly.

cone_angle_outer

The opening angle of the outer cone of the source.

See Also:

`cone_angle_inner`

cone_volume_outer

The volume outside the outer cone of the source.

See Also:

`cone_angle_inner`

distance_maximum

The maximum distance of the source. If the listener is further away the source volume will be 0.

See Also:

`Device.distance_model`

distance_reference

The reference distance of the source. At this distance the volume will be exactly `volume`.

See Also:

`Device.distance_model`

keep

Whether the sound should be kept paused in the device when its end is reached. This can be used to seek the sound to some position and start playback again.

Warning: If this is set to true and you forget stopping this equals a memory leak as the handle exists until the device is destroyed.

location

The source's location in 3D space, a 3D tuple of floats.

loop_count

The (remaining) loop count of the sound. A negative value indicates infinity.

orientation

The source's orientation in 3D space as quaternion, a 4 float tuple.

pitch

The pitch of the sound.

position

The playback position of the sound in seconds.

relative

Whether the source's location, velocity and orientation is relative or absolute to the listener.

status

Whether the sound is playing, paused or stopped (=invalid).

velocity

The source's velocity in 3D space, a 3D tuple of floats.

volume

The volume of the sound.

volume_maximum

The maximum volume of the source.

See Also:

`Device.distance_model`

volume_minimum

The minimum volume of the source.

See Also:

`Device.distance_model`

class `aud.error`

GAME ENGINE MODULES

3.1 Game Engine `bge.types` Module

class `bge.types.PyObjectPlus`

`PyObjectPlus` base class of most other types in the Game Engine.

invalid

Test if the object has been freed by the game engine and is no longer valid.

Normally this is not a problem but when storing game engine data in the `GameLogic` module, `KX_Scenes` or other `KX_GameObjects` its possible to hold a reference to invalid data. Calling an attribute or method on an invalid object will raise a `SystemError`.

The invalid attribute allows testing for this case without exception handling.

Type `boolean`

isA (*game_type*)

Check if this is a type or a subtype *game_type*.

Parameters

- **game_type** (*string or type*) – the name of the type or the type its self from the `bge.types` module.

Returns `True` if this object is a type or a subtype of *game_type*.

Return type `boolean`

class `bge.types.CValue` (*PyObjectPlus*)

This class is a basis for other classes.

name

The name of this `CValue` derived object (read-only).

Type `string`

class `bge.types.CPropValue` (*CValue*)

This class has no python functions

class `bge.types.SCA_ILogicBrick` (*CValue*)

Base class for all logic bricks.

executePriority

This determines the order controllers are evaluated, and actuators are activated (lower priority is executed first).

Type `executePriority: int`

owner

The game object this logic brick is attached to (read-only).

Type `KX_GameObject` or None in exceptional cases.

name

The name of this logic brick (read-only).

Type string

class `bge.types.SCA_PythonKeyboard` (*PyObjectPlus*)

The current keyboard.

events

A dictionary containing the status of each keyboard event or key. (read-only).

Type dictionary `{keycode:status, ...}`

class `bge.types.SCA_PythonMouse` (*PyObjectPlus*)

The current mouse.

events

a dictionary containing the status of each mouse event. (read-only).

Type dictionary `{keycode:status, ...}`

position

The normalized x and y position of the mouse cursor.

Type list `[x, y]`

visible

The visibility of the mouse cursor.

Type boolean

class `bge.types.SCA_IObject` (*CValue*)

This class has no python functions

class `bge.types.SCA_ISensor` (*SCA_ILogicBrick*)

Base class for all sensor logic bricks.

usePosPulseMode

Flag to turn positive pulse mode on and off.

Type boolean

useNegPulseMode

Flag to turn negative pulse mode on and off.

Type boolean

frequency

The frequency for pulse mode sensors.

Type integer

level

level Option whether to detect level or edge transition when entering a state. It makes a difference only in case of logic state transition (state actuator). A level detector will immediately generate a pulse, negative or positive depending on the sensor condition, as soon as the state is activated. A edge detector will wait for a state change before generating a pulse. note: mutually exclusive with `tap`, enabling will disable `tap`.

Type boolean

tap

When enabled only sensors that are just activated will send a positive event, after this they will be detected as negative by the controllers. This will make a key that's held act as if it's only tapped for an instant. note: mutually exclusive with `level`, enabling will disable `level`.

Type boolean

invert

Flag to set if this sensor activates on positive or negative events.

Type boolean

triggered

True if this sensor brick is in a positive state. (read-only).

Type boolean

positive

True if this sensor brick is in a positive state. (read-only).

Type boolean

status

The status of the sensor (read-only): can be one of *these constants*.

Type int

Note: This convenient attribute combines the values of `triggered` and `positive` attributes.

reset ()

Reset sensor internal state, effect depends on the type of sensor and settings.

The sensor is put in its initial state as if it was just activated.

class `bge.types.SCA_IController` (*SCA_ILogicBrick*)

Base class for all controller logic bricks.

state

The controllers state bitmask. This can be used with the `GameObject`'s state to test if the controller is active.

Type int bitmask

sensors

A list of sensors linked to this controller.

Type sequence supporting index/string lookups and iteration.

Note: The sensors are not necessarily owned by the same object.

Note: When objects are instanced in dupligroups links may be lost from objects outside the dupligroup.

actuators

A list of actuators linked to this controller.

Type sequence supporting index/string lookups and iteration.

Note: The sensors are not necessarily owned by the same object.

Note: When objects are instanced in dupligroups links may be lost from objects outside the dupligroup.

useHighPriority

When set the controller executes always before all other controllers that don't have this set.

Type boolean

Note: Order of execution between high priority controllers is not guaranteed.

class `bge.types.SCA_IActuator` (*SCAILogicBrick*)
Base class for all actuator logic bricks.

class `bge.types.BL_ActionActuator` (*SCA_IActuator*)
Action Actuators apply an action to an actor.

action

The name of the action to set as the current action.

Type string

channelNames

A list of channel names that may be used with `setChannel` and `getChannel`.

Type list of strings

frameStart

Specifies the starting frame of the animation.

Type float

frameEnd

Specifies the ending frame of the animation.

Type float

blendIn

Specifies the number of frames of animation to generate when making transitions between actions.

Type float

priority

Sets the priority of this actuator. Actuators with lower priority numbers will override actuators with higher numbers.

Type integer

frame

Sets the current frame for the animation.

Type float

propName

Sets the property to be used in FromProp playback mode.

Type string

blendTime

Sets the internal frame timer. This property must be in the range from 0.0 to `blendIn`.

Type float

mode

The operation mode of the actuator. Can be one of *these constants*.

Type integer

useContinue

The actions continue option, True or False. When True, the action will always play from where last left off, otherwise negative events to this actuator will reset it to its start frame.

Type boolean

framePropName

The name of the property that is set to the current frame number.

Type string

setChannel (*channel*, *matrix*)

Alternative to the 2 arguments, 4 arguments (channel, matrix, loc, size, quat) are also supported.

Parameters

- **channel** (*string*) – A string specifying the name of the bone channel, error raised if not in [channelNames](#).
- **matrix** – A 4x4 matrix specifying the overriding transformation as an offset from the bone's rest position.
- **matrix** – list [[float]]

Note: These values are relative to the bones rest position, currently the api has no way to get this info (which is annoying), but can be worked around by using bones with a rest pose that has no translation.

getChannel (*channel*)

Parameters

- **channel** (*string*) – A string specifying the name of the bone channel. error raised if not in [channelNames](#).

Returns (loc, size, quat)

Return type tuple

class `bge.types.BL_Shader` (*PyObjectPlus*)

BL_Shader GLSL shaders.

TODO - Description

setUniformfv (*name*, *fList*)

Set a uniform with a list of float values

Parameters

- **name** (*string*) – the uniform name
- **fList** (*list[float]*) – a list (2, 3 or 4 elements) of float values

delSource ()

Clear the shader. Use this method before the source is changed with [setSource](#).

getFragmentProg ()

Returns the fragment program.

Returns The fragment program.

Return type string

getVertexProg ()

Get the vertex program.

Returns The vertex program.

Return type string

isValid ()

Check if the shader is valid.

Returns True if the shader is valid

Return type boolean

setAttrib (*enum*)

Set attribute location. (The parameter is ignored a.t.m. and the value of “tangent” is always used.)

Parameters

- **enum** (*integer*) – attribute location value

setNumberOfPasses (*max_pass*)

Set the maximum number of passes. Not used a.t.m.

Parameters

- **max_pass** (*integer*) – the maximum number of passes

setSampler (*name, index*)

Set uniform texture sample index.

Parameters

- **name** (*string*) – Uniform name
- **index** (*integer*) – Texture sample index.

setSource (*vertexProgram, fragmentProgram*)

Set the vertex and fragment programs

Parameters

- **vertexProgram** (*string*) – Vertex program
- **fragmentProgram** (*string*) – Fragment program

setUniform1f (*name, fx*)

Set a uniform with 1 float value.

Parameters

- **name** (*string*) – the uniform name
- **fx** (*float*) – Uniform value

setUniform1i (*name, ix*)

Set a uniform with an integer value.

Parameters

- **name** (*string*) – the uniform name
- **ix** (*integer*) – the uniform value

setUniform2f (*name, fx, fy*)

Set a uniform with 2 float values

Parameters

- **name** (*string*) – the uniform name
- **fx** (*float*) – first float value
- **fy** (*float*) – second float value

setUniform2i (*name, ix, iy*)

Set a uniform with 2 integer values

Parameters

- **name** (*string*) – the uniform name
- **ix** (*integer*) – first integer value

- **iy** (*integer*) – second integer value

setUniform3f (*name, fx, fy, fz*)

Set a uniform with 3 float values.

Parameters

- **name** (*string*) – the uniform name
- **fx** (*float*) – first float value
- **fy** (*float*) – second float value
- **fz** (*float*) – third float value

setUniform3i (*name, ix, iy, iz*)

Set a uniform with 3 integer values

Parameters

- **name** (*string*) – the uniform name
- **ix** (*integer*) – first integer value
- **iy** (*integer*) – second integer value
- **iz** (*integer*) – third integer value

setUniform4f (*name, fx, fy, fz, fw*)

Set a uniform with 4 float values.

Parameters

- **name** (*string*) – the uniform name
- **fx** (*float*) – first float value
- **fy** (*float*) – second float value
- **fz** (*float*) – third float value
- **fw** (*float*) – fourth float value

setUniform4i (*name, ix, iy, iz, iw*)

Set a uniform with 4 integer values

Parameters

- **name** (*string*) – the uniform name
- **ix** (*integer*) – first integer value
- **iy** (*integer*) – second integer value
- **iz** (*integer*) – third integer value
- **iw** (*integer*) – fourth integer value

setUniformDef (*name, type*)

Define a new uniform

Parameters

- **name** (*string*) – the uniform name
- **type** (*UNI_NONE, UNI_INT, UNI_FLOAT, UNI_INT2, UNI_FLOAT2, UNI_INT3, UNI_FLOAT3, UNI_INT4, UNI_FLOAT4, UNI_MAT3, UNI_MAT4, UNI_MAX*) – uniform type

setUniformMatrix3 (*name, mat, transpose*)

Set a uniform with a 3x3 matrix value

Parameters

- **name** (*string*) – the uniform name
- **mat** (*3x3 matrix*) – A 3x3 matrix [[f, f, f], [f, f, f], [f, f, f]]
- **transpose** (*boolean*) – set to True to transpose the matrix

setUniformMatrix4 (*name, mat, transpose*)

Set a uniform with a 4x4 matrix value

Parameters

- **name** (*string*) – the uniform name
- **mat** (*4x4 matrix*) – A 4x4 matrix [[f, f, f, f], [f, f, f, f], [f, f, f, f], [f, f, f, f]]
- **transpose** (*boolean*) – set to True to transpose the matrix

setUniformiv (*name, iList*)

Set a uniform with a list of integer values

Parameters

- **name** (*string*) – the uniform name
- **iList** (*list[integer]*) – a list (2, 3 or 4 elements) of integer values

validate ()

Validate the shader object.

class bge.types.**BL_ShapeActionActuator** (*SCA_IActuator*)

ShapeAction Actuators apply an shape action to an mesh object.

action

The name of the action to set as the current shape action.

Type string

frameStart

Specifies the starting frame of the shape animation.

Type float

frameEnd

Specifies the ending frame of the shape animation.

Type float

blendIn

Specifies the number of frames of animation to generate when making transitions between actions.

Type float

priority

Sets the priority of this actuator. Actuators will lower priority numbers will override actuators with higher numbers.

Type integer

frame

Sets the current frame for the animation.

Type float

propName

Sets the property to be used in FromProp playback mode.

Type string

blendTime

Sets the internal frame timer. This property must be in the range from 0.0 to blendin.

Type float

mode

The operation mode of the actuator. Can be one of *these constants*.

Type integer

framePropName

The name of the property that is set to the current frame number.

Type string

class `bge.types.CListValue` (*CPropValue*)

This is a list like object used in the game engine internally that behaves similar to a python list in most ways.

As well as the normal index lookup (`val= clist[i]`), CListValue supports string lookups (`val= scene.objects["Cube"]`)

Other operations such as `len(clist)`, `list(clist)`, `clist[0:10]` are also supported.

append (*val*)

Add an item to the list (like pythons append)

Warning: Appending values to the list can cause crashes when the list is used internally by the game engine.

count (*val*)

Count the number of instances of a value in the list.

Returns number of instances

Return type integer

index (*val*)

Return the index of a value in the list.

Returns The index of the value in the list.

Return type integer

reverse ()

Reverse the order of the list.

get (*key*, *default=None*)

Return the value matching key, or the default value if its not found.

Returns The key value or a default.

from_id (*id*)

This is a funtion especially for the game engine to return a value with a spesific id.

Since object names are not always unique, the id of an object can be used to get an object from the CValueList.

Example:

```
myObID=id(gameObject)
ob= scene.objects.from_id(myObID)
```

Where myObID is an int or long from the id function.

This has the advantage that you can store the id in places you could not store a gameObject.

Warning: The id is derived from a memory location and will be different each time the game engine starts.

class bge.types.**KX_BlenderMaterial** (*PyObjectPlus*)
KX_BlenderMaterial

getShader ()

Returns the material's shader.

Returns the material's shader

Return type BL_Shader

setBlending (*src, dest*)

Set the pixel color arithmetic functions.

Parameters

- **src** – Specifies how the red, green, blue, and alpha source blending factors are computed.
- **dest** – Specifies how the red, green, blue, and alpha destination blending factors are computed.

getMaterialIndex ()

Returns the material's index.

Returns the material's index

Return type integer

class bge.types.**KX_CameraActuator** (*SCA_IActuator*)
Applies changes to a camera.

min

minimum distance to the target object maintained by the actuator.

Type float

max

maximum distance to stay from the target object.

Type float

height

height to stay above the target object.

Type float

useXY

axis this actuator is tracking, True=X, False=Y.

Type boolean

object

the object this actuator tracks.

Type KX_GameObject or None

class `bge.types.KX_ConstraintActuator` (*SCA_IActuator*)

A constraint actuator limits the position, rotation, distance or orientation of an object.

damp

Time constant of the constraint expressed in frame (not use by Force field constraint).

Type integer

rotDamp

Time constant for the rotation expressed in frame (only for the distance constraint), 0 = use damp for rotation as well.

Type integer

direction

The reference direction in world coordinate for the orientation constraint.

Type 3-tuple of float: (x, y, z)

option

Binary combination of *these constants*

Type integer

time

activation time of the actuator. The actuator disables itself after this many frame. If set to 0, the actuator is not limited in time.

Type integer

propName

the name of the property or material for the ray detection of the distance constraint.

Type string

min

The lower bound of the constraint. For the rotation and orientation constraint, it represents radiant.

Type float

distance

the target distance of the distance constraint.

Type float

max

the upper bound of the constraint. For rotation and orientation constraints, it represents radiant.

Type float

rayLength

the length of the ray of the distance constraint.

Type float

limit

type of constraint. Use one of the *these constants*

Type integer.

class `bge.types.KX_ConstraintWrapper` (*PyObjectPlus*)

`KX_ConstraintWrapper`

getConstraintId (*val*)

Returns the constraint's ID

Returns the constraint's ID

Return type integer

class `bge.types.KX_GameActuator` (*SCA_IActuator*)

The game actuator loads a new .blend file, restarts the current .blend file or quits the game.

fileName

the new .blend file to load.

Type string

mode

The mode of this actuator. Can be on of *these constants*

Type Int

class `bge.types.KX_GameObject` (*SCA_IObject*)

All game objects are derived from this class.

Properties assigned to game objects are accessible as attributes of this class.

Note: Calling ANY method or attribute on an object that has been removed from a scene will raise a `SystemError`, if an object may have been removed since last accessing it use the `invalid` attribute to check.

name

The object's name. (read-only).

Type string

mass

The object's mass

Type float

Note: The object must have a physics controller for the mass to be applied, otherwise the mass value will be returned as 0.0.

linVelocityMin

Enforces the object keeps moving at a minimum velocity.

Type float

Note: Applies to dynamic and rigid body objects only.

Note: A value of 0.0 disables this option.

Note: While objects are stationary the minimum velocity will not be applied.

linVelocityMax

Clamp the maximum linear velocity to prevent objects moving beyond a set speed.

Type float

Note: Applies to dynamic and rigid body objects only.

Note: A value of 0.0 disables this option (rather than setting it stationary).

localInertia

the object's inertia vector in local coordinates. Read only.

Type list [ix, iy, iz]

parent

The object's parent object. (read-only).

Type `KX_GameObject` or None

visible

visibility flag.

Type `boolean`

Note: Game logic will still run for invisible objects.

color

The object color of the object. [r, g, b, a]

Type `mathutils.Vector`

occlusion

occlusion capability flag.

Type `boolean`

position

The object's position. [x, y, z] On write: local position, on read: world position Deprecated since version use: `localPosition` and `worldPosition`.

Type `mathutils.Vector`

orientation

The object's orientation. 3x3 Matrix. You can also write a Quaternion or Euler vector. On write: local orientation, on read: world orientation Deprecated since version use: `localOrientation` and `worldOrientation`.

Type `mathutils.Matrix`

scaling

The object's scaling factor. [sx, sy, sz] On write: local scaling, on read: world scaling Deprecated since version use: `localScale` and `worldScale`.

Type `mathutils.Vector`

localOrientation

The object's local orientation. 3x3 Matrix. You can also write a Quaternion or Euler vector.

Type `mathutils.Matrix`

worldOrientation

The object's world orientation. 3x3 Matrix.

Type `mathutils.Matrix`

localScale

The object's local scaling factor. [sx, sy, sz]

Type `mathutils.Vector`

worldScale

The object's world scaling factor. Read-only. [sx, sy, sz]

Type `mathutils.Vector`

localPosition

The object's local position. [x, y, z]

Type `mathutils.Vector`

worldPosition

The object's world position. [x, y, z]

Type `mathutils.Vector`

localLinearVelocity

The object's local linear velocity. [x, y, z]

Type `mathutils.Vector`

worldLinearVelocity

The object's world linear velocity. [x, y, z]

type `mathutils.Vector`

localAngularVelocity

The object's local angular velocity. [x, y, z]

type `mathutils.Vector`

worldAngularVelocity

The object's world angular velocity. [x, y, z]

type `mathutils.Vector`

timeOffset

adjust the slowparent delay at runtime.

Type `float`

state

the game object's state bitmask, using the first 30 bits, one bit must always be set.

Type `int`

meshes

a list meshes for this object.

Type list of `KX_MeshProxy`

Note: Most objects use only 1 mesh.

Note: Changes to this list will not update the `KX_GameObject`.

sensors

a sequence of `SCA_ISensor` objects with string/index lookups and iterator support.

Type list

Note: This attribute is experimental and may be removed (but probably wont be).

Note: Changes to this list will not update the `KX_GameObject`.

controllers

a sequence of `SCA_IController` objects with string/index lookups and iterator support.

Type list of `SCA_ISensor`

Note: This attribute is experimental and may be removed (but probably wont be).

Note: Changes to this list will not update the `KX_GameObject`.

actuators

a list of `SCA_IActuator` with string/index lookups and iterator support.

Type list

Note: This attribute is experimental and may be removed (but probably wont be).

Note: Changes to this list will not update the `KX_GameObject`.

attrDict

get the objects internal python attribute dictionary for direct (faster) access.

Type dict

children

direct children of this object, (read-only).

Type CListValue of KX_GameObject's

childrenRecursive

all children of this object including childrens children, (read-only).

Type CListValue of KX_GameObject's

endObject ()

Delete this object, can be used in place of the EndObject Actuator.

The actual removal of the object from the scene is delayed.

replaceMesh (*mesh, useDisplayMesh=True, usePhysicsMesh=False*)

Replace the mesh of this object with a new mesh. This works the same was as the actuator.

Parameters

- **mesh** (*MeshProxy* or *string*) – mesh to replace or the meshes name.
- **useDisplayMesh** (*boolean*) – when enabled the display mesh will be replaced (optional argument).
- **usePhysicsMesh** (*boolean*) – when enabled the physics mesh will be replaced (optional argument).

setVisible (*visible, recursive*)

Sets the game object's visible flag.

Parameters

- **visible** (*boolean*) – the visible state to set.
- **recursive** (*boolean*) – optional argument to set all childrens visibility flag too.

setOcclusion (*occlusion, recursive*)

Sets the game object's occlusion capability.

Parameters

- **occlusion** (*boolean*) – the state to set the occlusion to.
- **recursive** (*boolean*) – optional argument to set all childrens occlusion flag too.

alignAxisToVect (*vect, axis=2, factor=1.0*)

Aligns any of the game object's axis along the given vector.

Parameters

- **vect** (*3D vector*) – a vector to align the axis.
- **axis** (*integer*) – The axis you want to align
 - 0: X axis
 - 1: Y axis
 - 2: Z axis
- **factor** (*float*) – Only rotate a feaction of the distance to the target vector (0.0 - 1.0)

getAxisVect (*vect*)

Returns the axis vector rotates by the objects worldspace orientation. This is the equivalent of multiplying the vector by the orientation matrix.

Parameters

- **vect** (*3D Vector*) – a vector to align the axis.

Returns The vector in relation to the objects rotation.

Return type 3d vector.

applyMovement (*movement, local=False*)

Sets the game object's movement.

Parameters

- **movement** (*3D Vector*) – movement vector.
- **local** –
 - False: you get the “global” movement ie: relative to world orientation.
 - True: you get the “local” movement ie: relative to object orientation.
- **local** – boolean

applyRotation (*rotation, local=False*)

Sets the game object's rotation.

Parameters

- **rotation** (*3D Vector*) – rotation vector.
- **local** –
 - False: you get the “global” rotation ie: relative to world orientation.
 - True: you get the “local” rotation ie: relative to object orientation.
- **local** – boolean

applyForce (*force, local=False*)

Sets the game object's force.

This requires a dynamic object.

Parameters

- **force** (*3D Vector*) – force vector.
- **local** (*boolean*) –
 - False: you get the “global” force ie: relative to world orientation.
 - True: you get the “local” force ie: relative to object orientation.

applyTorque (*torque, local=False*)

Sets the game object's torque.

This requires a dynamic object.

Parameters

- **torque** (*3D Vector*) – torque vector.
- **local** (*boolean*) –
 - False: you get the “global” torque ie: relative to world orientation.
 - True: you get the “local” torque ie: relative to object orientation.

getLinearVelocity (*local=False*)

Gets the game object's linear velocity.

This method returns the game object's velocity through it's centre of mass, ie no angular velocity component.

Parameters

- **local** (*boolean*) –
 - False: you get the “global” velocity ie: relative to world orientation.
 - True: you get the “local” velocity ie: relative to object orientation.

Returns the object's linear velocity.

Return type list [vx, vy, vz]

setLinearVelocity (*velocity, local=False*)

Sets the game object's linear velocity.

This method sets game object's velocity through it's centre of mass, ie no angular velocity component.

This requires a dynamic object.

Parameters

- **velocity** (*3D Vector*) – linear velocity vector.
- **local** (*boolean*) –
 - False: you get the “global” velocity ie: relative to world orientation.
 - True: you get the “local” velocity ie: relative to object orientation.

getAngularVelocity (*local=False*)

Gets the game object's angular velocity.

Parameters

- **local** (*boolean*) –
 - False: you get the “global” velocity ie: relative to world orientation.
 - True: you get the “local” velocity ie: relative to object orientation.

Returns the object's angular velocity.

Return type list [vx, vy, vz]

setAngularVelocity (*velocity, local=False*)

Sets the game object's angular velocity.

This requires a dynamic object.

Parameters

- **velocity** (*boolean*) – angular velocity vector.
- **local** –
 - False: you get the “global” velocity ie: relative to world orientation.
 - True: you get the “local” velocity ie: relative to object orientation.

getVelocity (*point=(0, 0, 0)*)

Gets the game object's velocity at the specified point.

Gets the game object's velocity at the specified point, including angular components.

Parameters

- **point** (*3D Vector*) – optional point to return the velocity for, in local coordinates.

Returns the velocity at the specified point.

Return type list [vx, vy, vz]

getReactionForce ()

Gets the game object's reaction force.

The reaction force is the force applied to this object over the last simulation timestep. This also includes impulses, eg from collisions.

Returns the reaction force of this object.

Return type list [fx, fy, fz]

Note: This is not implemented at the moment.

applyImpulse (*point, impulse*)

Applies an impulse to the game object.

This will apply the specified impulse to the game object at the specified point. If point != position, applyImpulse will also change the object's angular momentum. Otherwise, only linear momentum will change.

Parameters

- **point** (*the point to apply the impulse to (in world coordinates)*) – the point to apply the impulse to (in world coordinates)

suspendDynamics ()

Suspends physics for this object.

restoreDynamics ()

Resumes physics for this object.

Note: The objects linear velocity will be applied from when the dynamics were suspended.

enableRigidBody ()

Enables rigid body physics for this object.

Rigid body physics allows the object to roll on collisions.

Note: This is not working with bullet physics yet.

disableRigidBody ()

Disables rigid body physics for this object.

Note: This is not working with bullet physics yet. The angular is removed but rigid body physics can still rotate it later.

setParent (*parent, compound=True, ghost=True*)

Sets this object's parent. Control the shape status with the optional compound and ghost parameters:

In that case you can control if it should be ghost or not:

Parameters

- **parent** (*KX_GameObject*) – new parent object.
- **compound** (*boolean*) – whether the shape should be added to the parent compound shape.
 - True: the object shape should be added to the parent compound shape.
 - False: the object should keep its individual shape.
- **ghost** (*boolean*) – whether the object should be ghost while parented.

- True: if the object should be made ghost while parented.
- False: if the object should be solid while parented.

Note: If the object type is sensor, it stays ghost regardless of ghost parameter

removeParent ()

Removes this objects parent.

getPhysicsId ()

Returns the user data object associated with this game object's physics controller.

getPropertyNames ()

Gets a list of all property names.

Returns All property names for this object.

Return type list

getDistanceTo (*other*)

Parameters

- **other** (*KX_GameObject* or list [x, y, z]) – a point or another *KX_GameObject* to measure the distance to.

Returns distance to another object or point.

Return type float

getVectTo (*other*)

Returns the vector and the distance to another object or point. The vector is normalized unless the distance is 0, in which a zero length vector is returned.

Parameters

- **other** (*KX_GameObject* or list [x, y, z]) – a point or another *KX_GameObject* to get the vector and distance to.

Returns (distance, globalVector(3), localVector(3))

Return type 3-tuple (float, 3-tuple (x, y, z), 3-tuple (x, y, z))

rayCastTo (*other, dist, prop*)

Look towards another point/object and find first object hit within dist that matches prop.

The ray is always casted from the center of the object, ignoring the object itself. The ray is casted towards the center of another object or an explicit [x, y, z] point. Use rayCast() if you need to retrieve the hit point

Parameters

- **other** (*KX_GameObject* or 3-tuple) – [x, y, z] or object towards which the ray is casted
- **dist** (*float*) – max distance to look (can be negative => look behind); 0 or omitted => detect up to other
- **prop** (*string*) – property name that object must have; can be omitted => detect any object

Returns the first object hit or None if no object or object does not match prop

Return type *KX_GameObject*

rayCast (*objto, objfrom, dist, prop, face, xray, poly*)

Look from a point/object to another point/object and find first object hit within dist that matches prop. if poly is 0, returns a 3-tuple with object reference, hit point and hit normal or (None, None, None) if no hit. if poly is 1, returns a 4-tuple with in addition a *KX_PolyProxy* as 4th element. if poly is 2, returns a 5-tuple with in addition a 2D vector with the UV mapping of the hit point as 5th element.

```
# shoot along the axis gun-gunAim (gunAim should be collision-free)
obj, point, normal = gun.rayCast(gunAim, None, 50)
if obj:
    # do something
    pass
```

The face parameter determines the orientation of the normal.

- 0 => hit normal is always oriented towards the ray origin (as if you casted the ray from outside)
- 1 => hit normal is the real face normal (only for mesh object, otherwise face has no effect)

The ray has X-Ray capability if xray parameter is 1, otherwise the first object hit (other than self object) stops the ray. The prop and xray parameters interact as follow.

- prop off, xray off: return closest hit or no hit if there is no object on the full extend of the ray.
- prop off, xray on : idem.
- prop on, xray off: return closest hit if it matches prop, no hit otherwise.
- prop on, xray on : return closest hit matching prop or no hit if there is no object matching prop on the full extend of the ray.

The `KX_PolyProxy` 4th element of the return tuple when poly=1 allows to retrieve information on the polygon hit by the ray. If there is no hit or the hit object is not a static mesh, None is returned as 4th element.

The ray ignores collision-free objects and faces that dont have the collision flag enabled, you can however use ghost objects.

Parameters

- **objto** (`KX_GameObject` or 3-tuple) – [x, y, z] or object to which the ray is casted
- **objfrom** (`KX_GameObject` or 3-tuple or None) – [x, y, z] or object from which the ray is casted; None or omitted => use self object center
- **dist** (*float*) – max distance to look (can be negative => look behind); 0 or omitted => detect up to to
- **prop** (*string*) – property name that object must have; can be omitted or "" => detect any object
- **face** (*integer*) – normal option: 1=>return face normal; 0 or omitted => normal is oriented towards origin
- **xray** (*integer*) – X-ray option: 1=>skip objects that don't match prop; 0 or omitted => stop on first object
- **poly** (*integer*) – polygon option: 0, 1 or 2 to return a 3-, 4- or 5-tuple with information on the face hit.
 - 0 or omitted: return value is a 3-tuple (object, hitpoint, hitnormal) or (None, None, None) if no hit
 - 1: return value is a 4-tuple and the 4th element is a `KX_PolyProxy` or None if no hit or the object doesn't use a mesh collision shape.
 - 2: return value is a 5-tuple and the 5th element is a 2-tuple (u, v) with the UV mapping of the hit point or None if no hit, or the object doesn't use a mesh collision shape, or doesn't have a UV mapping.

Returns

(object, hitpoint, hitnormal) or (object, hitpoint, hitnormal, polygon) or (object, hitpoint, hitnormal, polygon, hituv).

- object, hitpoint and hitnormal are None if no hit.
- polygon is valid only if the object is valid and is a static object, a dynamic object using mesh collision shape or a soft body object, otherwise it is None
- hituv is valid only if polygon is valid and the object has a UV mapping, otherwise it is None

Return type

- 3-tuple (`KX_GameObject`, 3-tuple (x, y, z), 3-tuple (nx, ny, nz))
- or 4-tuple (`KX_GameObject`, 3-tuple (x, y, z), 3-tuple (nx, ny, nz), `PolyProxy`)
- or 5-tuple (`KX_GameObject`, 3-tuple (x, y, z), 3-tuple (nx, ny, nz), `PolyProxy`, 2-tuple (u, v))

Note: The ray ignores the object on which the method is called. It is casted from/to object center or explicit [x, y, z] points.

setCollisionMargin (*margin*)

Set the objects collision margin.

Parameters

- **margin** (*float*) – the collision margin distance in blender units.

Note: If this object has no physics controller (a physics ID of zero), this function will raise `RuntimeError`.

sendMessage (*subject*, *body=""*, *to=""*)

Sends a message.

Parameters

- **subject** (*string*) – The subject of the message
- **body** (*string*) – The body of the message (optional)
- **to** (*string*) – The name of the object to send the message to (optional)

reinstancePhysicsMesh (*gameObject*, *meshObject*)

Updates the physics system with the changed mesh.

If no arguments are given the physics mesh will be re-created from the first mesh assigned to the game object.

Parameters

- **gameObject** (*string*, `KX_GameObject` or None) – optional argument, set the physics shape from this gameObjects mesh.
- **meshObject** (*string*, `MeshProxy` or None) – optional argument, set the physics shape from this mesh.

Returns True if reinstance succeeded, False if it failed.

Return type boolean

Note: If this object has instances the other instances will be updated too.

Note: The gameObject argument has an advantage that it can convert from a mesh with modifiers applied (such as subsurf).

Warning: Only triangle mesh type objects are supported currently (not convex hull)

Warning: If the object is a part of a compound object it will fail (parent or child)

Warning: Rebuilding the physics mesh can be slow, running many times per second will give a performance hit.

get (*key, default=None*)

Return the value matching key, or the default value if its not found. :return: The key value or a default.

class `bge.types.KX_IpoActuator` (*SCA_IActuator*)

IPO actuator activates an animation.

frameStart

Start frame.

Type float

frameEnd

End frame.

Type float

propName

Use this property to define the Ipo position.

Type string

framePropName

Assign this property this action current frame number.

Type string

mode

Play mode for the ipo. Can be on of *these constants*

Type integer

useIpoAsForce

Apply Ipo as a global or local force depending on the local option (dynamic objects only).

Type boolean

useIpoAdd

Ipo is added to the current loc/rot/scale in global or local coordinate according to Local flag.

Type boolean

useIpoLocal

Let the ipo acts in local coordinates, used in Force and Add mode.

Type boolean

useChildren

Update IPO on all children Objects as well.

Type boolean

class `bge.types.KX_LightObject` (*KX_GameObject*)

A Light object.

```
# Turn on a red alert light.
import bge

co = bge.logic.getCurrentController()
light = co.owner

light.energy = 1.0
light.colour = [1.0, 0.0, 0.0]
```

SPOT

A spot light source. See attribute `type`

SUN

A point light source with no attenuation. See attribute `type`

NORMAL

A point light source. See attribute `type`

type

The type of light - must be SPOT, SUN or NORMAL

layer

The layer mask that this light affects object on.

Type bitfield

energy

The brightness of this light.

Type float

distance

The maximum distance this light can illuminate. (SPOT and NORMAL lights only).

Type float

colour

The colour of this light. Black = [0.0, 0.0, 0.0], White = [1.0, 1.0, 1.0].

Type list [r, g, b]

color

Synonym for colour.

lin_attenuation

The linear component of this light's attenuation. (SPOT and NORMAL lights only).

Type float

quad_attenuation

The quadratic component of this light's attenuation (SPOT and NORMAL lights only).

Type float

spotsizes

The cone angle of the spot light, in degrees (SPOT lights only).

Type float in [0 - 180].

spotblend

Specifies the intensity distribution of the spot light (SPOT lights only).

Type float in [0 - 1]

Note: Higher values result in a more focused light source.

class `bge.types.KX_MeshProxy` (*SCA_IObject*)

A mesh object.

You can only change the vertex properties of a mesh object, not the mesh topology.

To use mesh objects effectively, you should know a bit about how the game engine handles them.

1. Mesh Objects are converted from Blender at scene load.
2. The Converter groups polygons by Material. This means they can be sent to the renderer efficiently. A material holds:
 - (a) The texture.
 - (b) The Blender material.
 - (c) The Tile properties
 - (d) The face properties - (From the “Texture Face” panel)
 - (e) Transparency & z sorting
 - (f) Light layer
 - (g) Polygon shape (triangle/quad)
 - (h) Game Object
3. Vertices will be split by face if necessary. Vertices can only be shared between faces if:
 - (a) They are at the same position
 - (b) UV coordinates are the same
 - (c) Their normals are the same (both polygons are “Set Smooth”)
 - (d) They are the same colour, for example: a cube has 24 vertices: 6 faces with 4 vertices per face.

The correct method of iterating over every `KX_VertexProxy` in a game object

```
import GameLogic

co = GameLogic.getCurrentController()
obj = co.owner

m_i = 0
mesh = obj.getMesh(m_i) # There can be more than one mesh...
while mesh != None:
    for mat in range(mesh.getNumMaterials()):
        for v_index in range(mesh.getVertexArrayLength(mat)):
            vertex = mesh.getVertex(mat, v_index)
            # Do something with vertex here...
            # ... eg: colour the vertex red.
            vertex.colour = [1.0, 0.0, 0.0, 1.0]
        m_i += 1
    mesh = obj.getMesh(m_i)
```

materials

Type list of `KX_BlenderMaterial` or `KX_PolygonMaterial` types

numPolygons

Type integer

numMaterials

Type integer

getNumMaterials ()

Returns number of materials associated with this object

Return type integer

getMaterialName (*matid*)

Gets the name of the specified material.

Parameters

- **matid** (*integer*) – the specified material.

Returns the attached material name.

Return type string

getTextureName (*matid*)

Gets the name of the specified material's texture.

Parameters

- **matid** (*integer*) – the specified material

Returns the attached material's texture name.

Return type string

getVertexArrayLength (*matid*)

Gets the length of the vertex array associated with the specified material.

There is one vertex array for each material.

Parameters

- **matid** (*integer*) – the specified material

Returns the number of vertices in the vertex array.

Return type integer

getVertex (*matid, index*)

Gets the specified vertex from the mesh object.

Parameters

- **matid** (*integer*) – the specified material
- **index** (*integer*) – the index into the vertex array.

Returns a vertex object.

Return type `KX_VertexProxy`

getNumPolygons ()

Returns The number of polygon in the mesh.

Return type integer

getPolygon (*index*)

Gets the specified polygon from the mesh.

Parameters

- **index** (*integer*) – polygon number

Returns a polygon object.

Return type PolyProxy

class `bge.types.SCA_MouseSensor` (*SCA_ISensor*)
Mouse Sensor logic brick.

position

current [x, y] coordinates of the mouse, in frame coordinates (pixels).

Type [integer, interger]

mode

sensor mode.

Type integer

- `KX_MOUSESENSORMODE_LEFTBUTTON`(1)
- `KX_MOUSESENSORMODE_MIDDLEBUTTON`(2)
- `KX_MOUSESENSORMODE_RIGHTBUTTON`(3)
- `KX_MOUSESENSORMODE_WHEELUP`(4)
- `KX_MOUSESENSORMODE_WHEELDOWN`(5)
- `KX_MOUSESENSORMODE_MOVEMENT`(6)

getButtonStatus (*button*)

Get the mouse button status.

Parameters

- **button** (*int*) – The code that represents the key you want to get the state of, use one of *these constants*

Returns The state of the given key, can be one of *these constants*

Return type int

class `bge.types.KX_MouseFocusSensor` (*SCA_MouseSensor*)

The mouse focus sensor detects when the mouse is over the current game object.

The mouse focus sensor works by transforming the mouse coordinates from 2d device space to 3d space then raycasting away from the camera.

raySource

The worldspace source of the ray (the view position).

Type list (vector of 3 floats)

rayTarget

The worldspace target of the ray.

Type list (vector of 3 floats)

rayDirection

The `rayTarget` - `raySource` normalized.

Type list (normalized vector of 3 floats)

hitObject

the last object the mouse was over.

Type `KX_GameObject` or None

hitPosition

The worldspace position of the ray intersecton.

Type list (vector of 3 floats)

hitNormal

the worldspace normal from the face at point of intersection.

Type list (normalized vector of 3 floats)

hitUV

the UV coordinates at the point of intersection.

Type list (vector of 2 floats)

If the object has no UV mapping, it returns [0, 0].

The UV coordinates are not normalized, they can be < 0 or > 1 depending on the UV mapping.

usePulseFocus

When enabled, moving the mouse over a different object generates a pulse. (only used when the 'Mouse Over Any' sensor option is set).

Type boolean

class `bge.types.KX_TouchSensor` (*SCA_ISensor*)

Touch sensor detects collisions between objects.

propName

The property or material to collide with.

Type string

useMaterial

Determines if the sensor is looking for a property or material. `KX_True` = Find material; `KX_False` = Find property.

Type boolean

usePulseCollision

When enabled, changes to the set of colliding objects generate a pulse.

Type boolean

hitObject

The last collided object. (read-only).

Type `KX_GameObject` or None

hitObjectList

A list of colliding objects. (read-only).

Type `CListValue` of `KX_GameObject`

class `bge.types.KX_NearSensor` (*KX_TouchSensor*)

A near sensor is a specialised form of touch sensor.

distance

The near sensor activates when an object is within this distance.

Type float

resetDistance

The near sensor deactivates when the object exceeds this distance.

Type float

class `bge.types.KX_NetworkMessageActuator` (*SCA_IActuator*)

Message Actuator

propName

Messages will only be sent to objects with the given property name.

Type string

subject

The subject field of the message.

Type string

body

The body of the message.

Type string

usePropBody

Send a property instead of a regular body message.

Type boolean

class `bge.types.KX_NetworkMessageSensor` (*SCA_ISensor*)

The Message Sensor logic brick.

Currently only loopback (local) networks are supported.

subject

The subject the sensor is looking for.

Type string

frameMessageCount

The number of messages received since the last frame. (read-only).

Type integer

subjects

The list of message subjects received. (read-only).

Type list of strings

bodies

The list of message bodies received. (read-only).

Type list of strings

class `bge.types.KX_ObjectActuator` (*SCA_IActuator*)

The object actuator (“Motion Actuator”) applies force, torque, displacement, angular displacement, velocity, or angular velocity to an object. Servo control allows to regulate force to achieve a certain speed target.

force

The force applied by the actuator.

Type list [x, y, z]

useLocalForce

A flag specifying if the force is local.

Type boolean

torque

The torque applied by the actuator.

Type list [x, y, z]

useLocalTorque

A flag specifying if the torque is local.

Type boolean

dLoc

The displacement vector applied by the actuator.

Type list [x, y, z]

useLocalDLoc

A flag specifying if the dLoc is local.

Type boolean

dRot

The angular displacement vector applied by the actuator

Type list [x, y, z]

Note: Since the displacement is applied every frame, you must adjust the displacement based on the frame rate, or you game experience will depend on the player's computer speed.

useLocalDRot

A flag specifying if the dRot is local.

Type boolean

linV

The linear velocity applied by the actuator.

Type list [x, y, z]

useLocalLinV

A flag specifying if the linear velocity is local.

Type boolean

Note: This is the target speed for servo controllers.

angV

The angular velocity applied by the actuator.

Type list [x, y, z]

useLocalAngV

A flag specifying if the angular velocity is local.

Type boolean

damping

The damping parameter of the servo controller.

Type short

forceLimitX

The min/max force limit along the X axis and activates or deactivates the limits in the servo controller.

Type list [min(float), max(float), bool]

forceLimitY

The min/max force limit along the Y axis and activates or deactivates the limits in the servo controller.

Type list [min(float), max(float), bool]

forceLimitZ

The min/max force limit along the Z axis and activates or deactivates the limits in the servo controller.

Type list [min(float), max(float), bool]

pid

The PID coefficients of the servo controller.

Type list of floats [proportional, integral, derivate]

reference

The object that is used as reference to compute the velocity for the servo controller.

Type `KX_GameObject` or None

class `bge.types.KX_ParentActuator` (*SCA_IActuator*)

The parent actuator can set or remove an objects parent object.

object

the object this actuator sets the parent too.

Type `KX_GameObject` or None

mode

The mode of this actuator.

Type integer from 0 to 1.

compound

Whether the object shape should be added to the parent compound shape when parenting.

Effective only if the parent is already a compound shape.

Type boolean

ghost

Whether the object should be made ghost when parenting Effective only if the shape is not added to the parent compound shape.

Type boolean

class `bge.types.KX_PhysicsObjectWrapper` (*PyObjectPlus*)

`KX_PhysicsObjectWrapper`

setActive (*active*)

Set the object to be active.

Parameters

- **active** (*boolean*) – set to True to be active

setAngularVelocity (*x, y, z, local*)

Set the angular velocity of the object.

Parameters

- **x** (*float*) – angular velocity for the x-axis
- **y** (*float*) – angular velocity for the y-axis
- **z** (*float*) – angular velocity for the z-axis
- **local** (*boolean*) – set to True for local axis

setLinearVelocity (*x, y, z, local*)

Set the linear velocity of the object.

Parameters

- **x** (*float*) – linear velocity for the x-axis
- **y** (*float*) – linear velocity for the y-axis

- **z** (*float*) – linear velocity for the z-axis
- **local** (*boolean*) – set to True for local axis

class `bge.types.KX_PolyProxy` (*SCA_IObject*)

A polygon holds the index of the vertex forming the poylgon.

Note: The polygon attributes are read-only, you need to retrieve the vertex proxy if you want to change the vertex settings.

matname

The name of polygon material, empty if no material.

Type string

material

The material of the polygon.

Type `KX_PolygonMaterial` or `KX_BlenderMaterial`

texture

The texture name of the polygon.

Type string

matid

The material index of the polygon, use this to retrieve vertex proxy from mesh proxy.

Type integer

v1

vertex index of the first vertex of the polygon, use this to retrieve vertex proxy from mesh proxy.

Type integer

v2

vertex index of the second vertex of the polygon, use this to retrieve vertex proxy from mesh proxy.

Type integer

v3

vertex index of the third vertex of the polygon, use this to retrieve vertex proxy from mesh proxy.

Type integer

v4

Vertex index of the fourth vertex of the polygon, 0 if polygon has only 3 vertex Use this to retrieve vertex proxy from mesh proxy.

Type integer

visible

visible state of the polygon: 1=visible, 0=invisible.

Type integer

collide

collide state of the polygon: 1=receives collision, 0=collision free.

Type integer

getMaterialName ()

Returns the polygon material name with MA prefix

Returns material name

Return type string

getMaterial ()

Returns The polygon material

Return type `KX_PolygonMaterial` or `KX_BlenderMaterial`

getTextureName ()

Returns The texture name

Return type string

getMaterialIndex ()

Returns the material bucket index of the polygon. This index and the ones returned by `getVertexIndex()` are needed to retrieve the vertex proxy from `MeshProxy`.

Returns the material index in the mesh

Return type integer

getNumVertex ()

Returns the number of vertex of the polygon.

Returns number of vertex, 3 or 4.

Return type integer

isVisible ()

Returns whether the polygon is visible or not

Returns 0=invisible, 1=visible

Return type boolean

isCollider ()

Returns whether the polygon is receives collision or not

Returns 0=collision free, 1=receives collision

Return type integer

getVertexIndex (vertex)

Returns the mesh vertex index of a polygon vertex This index and the one returned by `getMaterialIndex()` are needed to retrieve the vertex proxy from `MeshProxy`.

Parameters

- **vertex** – index of the vertex in the polygon: 0->3
- **vertex** – integer

Returns mesh vertex index

Return type integer

getMesh ()

Returns a mesh proxy

Returns mesh proxy

Return type `MeshProxy`

class `bge.types.KX_PolygonMaterial (PyObjectPlus)`

This is the interface to materials in the game engine.

Materials define the render state to be applied to mesh objects.

Warning: Some of the methods/variables are COBjects. If you mix these up, you will crash blender.

This example requires [PyOpenGL](#) and [GLEWPy](#)

```

import GameLogic
import OpenGL
from OpenGL.GL import *
from OpenGL.GLU import *
import glew
from glew import *

glewInit()

vertex_shader = """

void main(void)
{
    gl_Position = ftransform();
}
"""

fragment_shader = """

void main(void)
{
    gl_FragColor = vec4(1.0, 0.0, 0.0, 1.0);
}
"""

class MyMaterial:
    def __init__(self):
        self.pass_no = 0
        # Create a shader
        self.m_program = glCreateProgramObjectARB()
        # Compile the vertex shader
        self.shader(GL_VERTEX_SHADER_ARB, (vertex_shader))
        # Compile the fragment shader
        self.shader(GL_FRAGMENT_SHADER_ARB, (fragment_shader))
        # Link the shaders together
        self.link()

    def PrintInfoLog(self, tag, object):
        """
        PrintInfoLog prints the GLSL compiler log
        """
        print "Tag:      def PrintGLError(self, tag = ""):

    def PrintGLError(self, tag = ""):
        """
        Prints the current GL error status
        """
        if len(tag):
            print tag
        err = glGetError()
        if err != GL_NO_ERROR:
            print "GL Error: %s\\n"%(gluErrorString(err))

    def shader(self, type, shaders):

```

```
"""
shader compiles a GLSL shader and attaches it to the current
program.

type should be either GL_VERTEX_SHADER_ARB or GL_FRAGMENT_SHADER_ARB
shaders should be a sequence of shader source to compile.
"""
# Create a shader object
shader_object = glCreateShaderObjectARB(type)

# Add the source code
glShaderSourceARB(shader_object, len(shaders), shaders)

# Compile the shader
glCompileShaderARB(shader_object)

# Print the compiler log
self.PrintInfoLog("vertex shader", shader_object)

# Check if compiled, and attach if it did
compiled = glGetObjectParameterivARB(shader_object, GL_OBJECT_COMPILE_STATUS_ARB)
if compiled:
    glAttachObjectARB(self.m_program, shader_object)

# Delete the object (glAttachObjectARB makes a copy)
glDeleteObjectARB(shader_object)

# print the gl error log
self.PrintGLError()

def link(self):
    """
    Links the shaders together.
    """
    # clear error indicator
    glGetError()

    glLinkProgramARB(self.m_program)

    self.PrintInfoLog("link", self.m_program)

    linked = glGetObjectParameterivARB(self.m_program, GL_OBJECT_LINK_STATUS_ARB)
    if not linked:
        print "Shader failed to link"
        return

    glValidateProgramARB(self.m_program)
    valid = glGetObjectParameterivARB(self.m_program, GL_OBJECT_VALIDATE_STATUS_ARB)
    if not valid:
        print "Shader failed to validate"
        return

def activate(self, rasty, cachingInfo, mat):
    self.pass_no+=1
    if (self.pass_no == 1):
        glDisable(GL_COLOR_MATERIAL)
        glUseProgramObjectARB(self.m_program)
        return True
```

```

    glEnable(GL_COLOR_MATERIAL)
    glUseProgramObjectARB(0)
    self.pass_no = 0
    return False

obj = GameLogic.getCurrentController().owner

mesh = obj.meshes[0]

for mat in mesh.materials:
    mat.setCustomMaterial(MyMaterial())
    print mat.texture

```

texture

Texture name.

Type string (read-only)

gl_texture

OpenGL texture handle (eg for `glBindTexture(GL_TEXTURE_2D, gl_texture)`).

Type integer (read-only)

material

Material name.

Type string (read-only)

tface

Texture face properties.

Type CObject (read-only)

tile

Texture is tiling.

Type boolean

tilexrep

Number of tile repetitions in x direction.

Type integer

tileyrep

Number of tile repetitions in y direction.

Type integer

drawingmode

Drawing mode for the material. - 2 (drawingmode & 4) Textured - 4 (drawingmode & 16) Light - 14 (drawingmode & 16384) 3d Polygon Text.

Type bitfield

transparent

This material is transparent. All meshes with this material will be rendered after non transparent meshes from back to front.

Type boolean

zsort

Transparent polygons in meshes with this material will be sorted back to front before rendering. Non-Transparent polygons will be sorted front to back before rendering.

Type boolean

lightlayer

Light layers this material affects.

Type bitfield.

triangle

Mesh data with this material is triangles. It's probably not safe to change this.

Type boolean

diffuse

The diffuse colour of the material. black = [0.0, 0.0, 0.0] white = [1.0, 1.0, 1.0].

Type list [r, g, b]

specular

The specular colour of the material. black = [0.0, 0.0, 0.0] white = [1.0, 1.0, 1.0].

Type list [r, g, b]

shininess

The shininess (specular exponent) of the material. $0.0 \leq \text{shininess} \leq 128.0$.

Type float

specularity

The amount of specular of the material. $0.0 \leq \text{specularity} \leq 1.0$.

Type float

updateTexture (*tface, rasty*)

Updates a realtime animation.

Parameters

- **tface** (*CObject*) – Texture face (eg mat.tface)
- **rasty** (*CObject*) – Rasterizer

setTexture (*tface*)

Sets texture render state.

Parameters

- **tface** (*CObject*) – Texture face

`mat.setTexture(mat.tface)`

activate (*rasty, cachingInfo*)

Sets material parameters for this object for rendering.

Material Parameters set:

- 1.Texture
- 2.Backface culling
- 3.Line drawing
- 4.Specular Colour
- 5.Shininess
- 6.Diffuse Colour
- 7.Polygon Offset.

Parameters

- **rasty** (*CObject*) – Rasterizer instance.
- **cachingInfo** (*CObject*) – Material cache instance.

setCustomMaterial (*material*)

Sets the material state setup object.

Using this method, you can extend or completely replace the gameengine material to do your own advanced multipass effects.

Use this method to register your material class. Instead of the normal material, your class's activate method will be called just before rendering the mesh. This should setup the texture, material, and any other state you would like. It should return True to render the mesh, or False if you are finished. You should clean up any state Blender does not set before returning False.

Activate Method Definition:

```
def activate(self, rusty, cachingInfo, material):
```

Parameters

- **material** (*instance*) – The material object.

```
class PyMaterial:
    def __init__(self):
        self.pass_no = -1

    def activate(self, rusty, cachingInfo, material):
        # Activate the material here.
        #
        # The activate method will be called until it returns False.
        # Every time the activate method returns True the mesh will
        # be rendered.
        #
        # rusty is a CObject for passing to material.updateTexture()
        # and material.activate()
        # cachingInfo is a CObject for passing to material.activate()
        # material is the KX_PolygonMaterial instance this material
        # was added to

        # default material properties:
        self.pass_no += 1
        if self.pass_no == 0:
            material.activate(rusty, cachingInfo)
            # Return True to do this pass
            return True

        # clean up and return False to finish.
        self.pass_no = -1
        return False

# Create a new Python Material and pass it to the renderer.
mat.setCustomMaterial(PyMaterial())
```

```
class bge.types.KX_RadarSensor(KX_NearSensor)
```

Radar sensor is a near sensor with a conical sensor object.

coneOrigin

The origin of the cone with which to test. The origin is in the middle of the cone. (read-only).

Type list of floats [x, y, z]

coneTarget

The center of the bottom face of the cone with which to test. (read-only).

Type list of floats [x, y, z]

distance

The height of the cone with which to test.

Type float

angle

The angle of the cone (in degrees) with which to test.

Type float from 0 to 360

axis

The axis on which the radar cone is cast.

Type integer from 0 to 5

KX_RADAR_AXIS_POS_X, KX_RADAR_AXIS_POS_Y, KX_RADAR_AXIS_POS_Z,
KX_RADAR_AXIS_NEG_X, KX_RADAR_AXIS_NEG_Y, KX_RADAR_AXIS_NEG_Z

getConeHeight ()

Returns The height of the cone with which to test.

Return type float

class `bge.types.KX_RaySensor` (*SCA_ISensor*)

A ray sensor detects the first object in a given direction.

propName

The property the ray is looking for.

Type string

range

The distance of the ray.

Type float

useMaterial

Whether or not to look for a material (false = property).

Type boolean

useXRay

Whether or not to use XRay.

Type boolean

hitObject

The game object that was hit by the ray. (read-only).

Type `KX_GameObject`

hitPosition

The position (in worldcoordinates) where the object was hit by the ray. (read-only).

Type list [x, y, z]

hitNormal

The normal (in worldcoordinates) of the object at the location where the object was hit by the ray. (read-only).

Type list [x, y, z]

rayDirection

The direction from the ray (in worldcoordinates). (read-only).

Type list [x, y, z]

axis

The axis the ray is pointing on.

Type integer from 0 to 5

- KX_RAY_AXIS_POS_X
- KX_RAY_AXIS_POS_Y
- KX_RAY_AXIS_POS_Z
- KX_RAY_AXIS_NEG_X
- KX_RAY_AXIS_NEG_Y
- KX_RAY_AXIS_NEG_Z

class `bge.types.KX_SCA_AddObjectActuator` (*SCA_IActuator*)

Edit Object Actuator (in Add Object Mode)

Warning: An Add Object actuator will be ignored if at game start, the linked object doesn't exist (or is empty) or the linked object is in an active layer.

Error: GameObject 'Name' has a AddObjectActuator 'ActuatorName' without object (in 'nonactive'

object

the object this actuator adds.

Type `KX_GameObject` or None

objectLastCreated

the last added object from this actuator (read-only).

Type `KX_GameObject` or None

time

the lifetime of added objects, in frames. Set to 0 to disable automatic deletion.

Type integer

linearVelocity

the initial linear velocity of added objects.

Type list [vx, vy, vz]

angularVelocity

the initial angular velocity of added objects.

Type list [vx, vy, vz]

instantAddObject ()

adds the object without needing to calling `SCA_PythonController.activate()`

Note: Use `objectLastCreated` to get the newly created object.

class `bge.types.KX_SCA_DynamicActuator` (*SCA_IActuator*)
Dynamic Actuator.

mode

Type integer

the type of operation of the actuator, 0-4

- `KX_DYN_RESTORE_DYNAMICS`(0)
- `KX_DYN_DISABLE_DYNAMICS`(1)
- `KX_DYN_ENABLE_RIGID_BODY`(2)
- `KX_DYN_DISABLE_RIGID_BODY`(3)
- `KX_DYN_SET_MASS`(4)

mass

the mass value for the `KX_DYN_SET_MASS` operation.

Type float

class `bge.types.KX_SCA_EndObjectActuator` (*SCA_IActuator*)
Edit Object Actuator (in End Object mode)

This actuator has no python methods.

class `bge.types.KX_SCA_ReplaceMeshActuator` (*SCA_IActuator*)
Edit Object actuator, in Replace Mesh mode.

Warning: Replace mesh actuators will be ignored if at game start, the named mesh doesn't exist. This will generate a warning in the console

```
Error: GameObject 'Name' ReplaceMeshActuator 'ActuatorName' without object
```

```
# Level-of-detail
# Switch a game object's mesh based on its depth in the camera view.
# +-----+ +-----+ +-----+
# | Always +-----+ Python +-----+ Edit Object (Replace Mesh) LOD.Mesh |
# +-----+ +-----+ +-----+
import GameLogic

# List detail meshes here
# Mesh (name, near, far)
# Meshes overlap so that they don't 'pop' when on the edge of the distance.
meshes = ((".Hi", 0.0, -20.0),
          (".Med", -15.0, -50.0),
          (".Lo", -40.0, -100.0)
         )

co = GameLogic.getCurrentController()
obj = co.owner
act = co.actuators["LOD." + obj.name]
cam = GameLogic.getCurrentScene().active_camera

def Depth(pos, plane):
    return pos[0]*plane[0] + pos[1]*plane[1] + pos[2]*plane[2] + plane[3]
```

```

# Depth is negative and decreasing further from the camera
depth = Depth(obj.position, cam.world_to_camera[2])

newmesh = None
curmesh = None
# Find the lowest detail mesh for depth
for mesh in meshes:
    if depth < mesh[1] and depth > mesh[2]:
        newmesh = mesh
    if "ME" + obj.name + mesh[0] == act.getMesh():
        curmesh = mesh

if newmesh != None and "ME" + obj.name + newmesh[0] != act.getMesh():
    # The mesh is a different mesh - switch it.
    # Check the current mesh is not a better fit.
    if curmesh == None or curmesh[1] < depth or curmesh[2] > depth:
        act.mesh = obj.getName() + newmesh[0]
        GameLogic.addActiveActuator(act, True)

```

mesh

MeshProxy or the name of the mesh that will replace the current one.

Set to None to disable actuator.

Type MeshProxy or None if no mesh is set

useDisplayMesh

when true the displayed mesh is replaced.

Type boolean

usePhysicsMesh

when true the physics mesh is replaced.

Type boolean

instantReplaceMesh()

Immediately replace mesh without delay.

class bge.types.KX_Scene (PyObjectPlus)

An active scene that gives access to objects, cameras, lights and scene attributes.

The activity culling stuff is supposed to disable logic bricks when their owner gets too far from the active camera. It was taken from some code lurking at the back of KX_Scene - who knows what it does!

```

import GameLogic

# get the scene
scene = GameLogic.getCurrentScene()

# print all the objects in the scene
for obj in scene.objects:
    print obj.name

# get an object named 'Cube'
obj = scene.objects["Cube"]

# get the first object in the scene.
obj = scene.objects[0]

```

```
# Get the depth of an object in the camera view.
import GameLogic

obj = GameLogic.getCurrentController().owner
cam = GameLogic.getCurrentScene().active_camera

# Depth is negative and decreasing further from the camera
depth = obj.position[0]*cam.world_to_camera[2][0] + obj.position[1]*cam.world_to_camera[2][1]
```

@bug: All attributes are read only at the moment.

name

The scene's name, (read-only).

Type string

objects

A list of objects in the scene, (read-only).

Type CListValue of KX_GameObject

objectsInactive

A list of objects on background layers (used for the addObject actuator), (read-only).

Type CListValue of KX_GameObject

lights

A list of lights in the scene, (read-only).

Type CListValue of KX_LightObject

cameras

A list of cameras in the scene, (read-only).

Type CListValue of KX_Camera

active_camera

The current active camera.

Type KX_Camera

Note: This can be set directly from python to avoid using the [KX_SceneActuator](#).

suspended

True if the scene is suspended, (read-only).

Type boolean

activity_culling

True if the scene is activity culling.

Type boolean

activity_culling_radius

The distance outside which to do activity culling. Measured in manhattan distance.

Type float

dbvt_culling

True when Dynamic Bounding box Volume Tree is set (read-only).

Type boolean

pre_draw

A list of callables to be run before the render step.

Type list

post_draw

A list of callables to be run after the render step.

Type list

addObject (*object, other, time=0*)

Adds an object to the scene like the Add Object Actuator would.

Parameters

- **object** (*KX_GameObject* or string) – The object to add
- **other** (*KX_GameObject* or string) – The object’s center to use when adding the object
- **time** (*integer*) – The lifetime of the added object, in frames. A time of 0 means the object will last forever.

Returns The newly added object.

Return type *KX_GameObject*

end()

Removes the scene from the game.

restart()

Restarts the scene.

replace (*scene*)

Replaces this scene with another one.

Parameters

- **scene** (*string*) – The name of the scene to replace this scene with.

suspend()

Suspends this scene.

resume()

Resume this scene.

get (*key, default=None*)

Return the value matching key, or the default value if its not found. :return: The key value or a default.

class *bge.types.KX_SceneActuator* (*SCA_IActuator*)

Scene Actuator logic brick.

Warning: Scene actuators that use a scene name will be ignored if at game start, the named scene doesn’t exist or is empty

This will generate a warning in the console:

```
Error: GameObject 'Name' has a SceneActuator 'ActuatorName' (SetScene) without scene
```

scene

the name of the scene to change to/overlay/underlay/remove/suspend/resume.

Type string

camera

the camera to change to.

Type *KX_Camera* on read, string or *KX_Camera* on write

Note: When setting the attribute, you can use either a [KX_Camera](#) or the name of the camera.

useRestart

Set flag to True to restart the sene.

Type boolean

mode

The mode of the actuator.

Type integer from 0 to 5.

class `bge.types.KX_SoundActuator` (*SCA_IActuator*)

Sound Actuator.

The `startSound`, `pauseSound` and `stopSound` do not require the actuator to be activated - they act instantly provided that the actuator has been activated once at least.

fileName

The filename of the sound this actuator plays.

Type string

volume

The volume (gain) of the sound.

Type float

pitch

The pitch of the sound.

Type float

rolloffFactor

The roll off factor. Rolloff defines the rate of attenuation as the sound gets further away.

Type float

looping

The loop mode of the actuator.

Type integer

position

The position of the sound as a list: [x, y, z].

Type float array

velocity

The velocity of the emitter as a list: [x, y, z]. The relative velocity to the observer determines the pitch. List of 3 floats: [x, y, z].

Type float array

orientation

The orientation of the sound. When setting the orientation you can also use quaternion [float, float, float, float] or euler angles [float, float, float].

Type 3x3 matrix [[float]]

mode

The operation mode of the actuator. Can be one of *these constants*

Type integer

class `bge.types.KX_StateActuator` (*SCA_IActuator*)
 State actuator changes the state mask of parent object.

operation

Type of bit operation to be applied on object state mask.

You can use one of *these constants*

Type integer

mask

Value that defines the bits that will be modified by the operation.

The bits that are 1 in the mask will be updated in the object state.

The bits that are 0 are will be left unmodified expect for the Copy operation which copies the mask to the object state.

Type integer

class `bge.types.KX_TrackToActuator` (*SCA_IActuator*)
 Edit Object actuator in Track To mode.

Warning: Track To Actuators will be ignored if at game start, the object to track to is invalid. This will generate a warning in the console:

```
GameObject 'Name' no object in EditObjectActuator 'ActuatorName'
```

object

the object this actuator tracks.

Type `KX_GameObject` or None

time

the time in frames with which to delay the tracking motion.

Type integer

use3D

the tracking motion to use 3D.

Type boolean

class `bge.types.KX_VehicleWrapper` (*PyObjectPlus*)
`KX_VehicleWrapper`

TODO - description

addWheel (*wheel, attachPos, attachDir, axleDir, suspensionRestLength, wheelRadius, hasSteering*)
 Add a wheel to the vehicle

Parameters

- **wheel** (`KX_GameObject` or a `KX_GameObject` name) – The object to use as a wheel.
- **attachPos** (*vector of 3 floats*) – The position that this wheel will attach to.
- **attachDir** (*vector of 3 floats*) – The direction this wheel points.
- **axleDir** (*vector of 3 floats*) – The direction of this wheels axle.
- **suspensionRestLength** (*float*) – TODO - Description
- **wheelRadius** (*float*) – The size of the wheel.

applyBraking (*force, wheelIndex*)

Apply a braking force to the specified wheel

Parameters

- **force** (*float*) – the brake force
- **wheelIndex** (*integer*) – index of the wheel where the force needs to be applied

applyEngineForce (*force, wheelIndex*)

Apply an engine force to the specified wheel

Parameters

- **force** (*float*) – the engine force
- **wheelIndex** (*integer*) – index of the wheel where the force needs to be applied

getConstraintId ()

Get the constraint ID

Returns the constraint id

Return type integer

getConstraintType ()

Returns the constraint type.

Returns constraint type

Return type integer

getNumWheels ()

Returns the number of wheels.

Returns the number of wheels for this vehicle

Return type integer

getWheelOrientationQuaternion (*wheelIndex*)

Returns the wheel orientation as a quaternion.

Parameters

- **wheelIndex** (*integer*) – the wheel index

Returns TODO Description

Return type TODO - type should be quat as per method name but from the code it looks like a matrix

getWheelPosition (*wheelIndex*)

Returns the position of the specified wheel

Parameters

- **wheelIndex** (*integer*) – the wheel index

Returns position vector

Return type list[x, y, z]

getWheelRotation (*wheelIndex*)

Returns the rotation of the specified wheel

Parameters

- **wheelIndex** (*integer*) – the wheel index

Returns the wheel rotation

Return type float

setRollInfluence (*rollInfluence*, *wheelIndex*)

Set the specified wheel's roll influence. The higher the roll influence the more the vehicle will tend to roll over in corners.

Parameters

- **rollInfluence** (*float*) – the wheel roll influence
- **wheelIndex** (*integer*) – the wheel index

setSteeringValue (*steering*, *wheelIndex*)

Set the specified wheel's steering

Parameters

- **steering** (*float*) – the wheel steering
- **wheelIndex** (*integer*) – the wheel index

setSuspensionCompression (*compression*, *wheelIndex*)

Set the specified wheel's compression

Parameters

- **compression** (*float*) – the wheel compression
- **wheelIndex** (*integer*) – the wheel index

setSuspensionDamping (*damping*, *wheelIndex*)

Set the specified wheel's damping

Parameters

- **damping** (*float*) – the wheel damping
- **wheelIndex** (*integer*) – the wheel index

setSuspensionStiffness (*stiffness*, *wheelIndex*)

Set the specified wheel's stiffness

Parameters

- **stiffness** (*float*) – the wheel stiffness
- **wheelIndex** (*integer*) – the wheel index

setTyreFriction (*friction*, *wheelIndex*)

Set the specified wheel's tyre friction

Parameters

- **friction** (*float*) – the tyre friction
- **wheelIndex** (*integer*) – the wheel index

class `bge.types.KX_VertexProxy` (*SCA_IObject*)

A vertex holds position, UV, colour and normal information.

Note: The physics simulation is NOT currently updated - physics will not respond to changes in the vertex position.

XYZ

The position of the vertex.

Type list [x, y, z]

UV

The texture coordinates of the vertex.

Type list [u, v]

normal

The normal of the vertex.

Type list [nx, ny, nz]

colour

The colour of the vertex.

Type list [r, g, b, a]

Black = [0.0, 0.0, 0.0, 1.0], White = [1.0, 1.0, 1.0, 1.0]

color

Synonym for colour.

x

The x coordinate of the vertex.

Type float

y

The y coordinate of the vertex.

Type float

z

The z coordinate of the vertex.

Type float

u

The u texture coordinate of the vertex.

Type float

v

The v texture coordinate of the vertex.

Type float

u2

The second u texture coordinate of the vertex.

Type float

v2

The second v texture coordinate of the vertex.

Type float

r

The red component of the vertex colour. $0.0 \leq r \leq 1.0$.

Type float

g

The green component of the vertex colour. $0.0 \leq g \leq 1.0$.

Type float

b

The blue component of the vertex colour. $0.0 \leq b \leq 1.0$.

Type float

a

The alpha component of the vertex colour. $0.0 \leq a \leq 1.0$.

Type float

getXYZ ()

Gets the position of this vertex.

Returns this vertexes position in local coordinates.

Return type list [x, y, z]

setXYZ (pos)

Sets the position of this vertex.

Type list [x, y, z]

Parameters

- **pos** – the new position for this vertex in local coordinates.

getUV ()

Gets the UV (texture) coordinates of this vertex.

Returns this vertexes UV (texture) coordinates.

Return type list [u, v]

setUV (uv)

Sets the UV (texture) coordinates of this vertex.

Type list [u, v]

getUV2 ()

Gets the 2nd UV (texture) coordinates of this vertex.

Returns this vertexes UV (texture) coordinates.

Return type list [u, v]

setUV2 (uv, unit)

Sets the 2nd UV (texture) coordinates of this vertex.

Type list [u, v]

Parameters

- **unit** – optional argument, FLAT==1, SECOND_UV==2, defaults to SECOND_UV
- **unit** – integer

getRGBA ()

Gets the colour of this vertex.

The colour is represented as four bytes packed into an integer value. The colour is packed as RGBA.

Since Python offers no way to get each byte without shifting, you must use the struct module to access colour in an machine independent way.

Because of this, it is suggested you use the r, g, b and a attributes or the colour attribute instead.

```
import struct;
col = struct.unpack('4B', struct.pack('I', v.getRGBA()))
# col = (r, g, b, a)
# black = ( 0, 0, 0, 255)
# white = (255, 255, 255, 255)
```

Returns packed colour. 4 byte integer with one byte per colour channel in RGBA format.

Return type integer

setRGBA (*col*)

Sets the colour of this vertex.

See getRGBA() for the format of col, and its relevant problems. Use the r, g, b and a attributes or the colour attribute instead.

setRGBA() also accepts a four component list as argument col. The list represents the colour as [r, g, b, a] with black = [0.0, 0.0, 0.0, 1.0] and white = [1.0, 1.0, 1.0, 1.0]

```
v.setRGBA(0xff0000ff) # Red
v.setRGBA(0xff00ff00) # Green on little endian, transparent purple on big endian
v.setRGBA([1.0, 0.0, 0.0, 1.0]) # Red
v.setRGBA([0.0, 1.0, 0.0, 1.0]) # Green on all platforms.
```

Parameters

- **col** (*integer or list [r, g, b, a]*) – the new colour of this vertex in packed RGBA format.

getNormal ()

Gets the normal vector of this vertex.

Returns normalised normal vector.

Return type list [nx, ny, nz]

setNormal (*normal*)

Sets the normal vector of this vertex.

Type sequence of floats [r, g, b]

Parameters

- **normal** – the new normal of this vertex.

class bge.types.**KX_VisibilityActuator** (*SCA_IActuator*)

Visibility Actuator.

visibility

whether the actuator makes its parent object visible or invisible.

Type boolean

useOcclusion

whether the actuator makes its parent object an occluder or not.

Type boolean

useRecursion

whether the visibility/occlusion should be propagated to all children of the object.

Type boolean

class `bge.types.SCA_2DFilterActuator` (*SCA_IActuator*)

Create, enable and disable 2D filters

The following properties don't have an immediate effect. You must active the actuator to get the result. The actuator is not persistent: it automatically stops itself after setting up the filter but the filter remains active. To stop a filter you must activate the actuator with 'type' set to `RAS_2DFILTER_DISABLED` or `RAS_2DFILTER_NOFILTER`.

shaderText

shader source code for custom shader.

Type string

disableMotionBlur

action on motion blur: 0=enable, 1=disable.

Type integer

mode

Type of 2D filter, use one of *these constants*

Type integer

passNumber

order number of filter in the stack of 2D filters. Filters are executed in increasing order of passNb.

Only be one filter can be defined per passNb.

Type integer (0-100)

value

argument for motion blur filter.

Type float (0.0-100.0)

class `bge.types.SCA_ANDController` (*SCA_IController*)

An AND controller activates only when all linked sensors are activated.

There are no special python methods for this controller.

class `bge.types.SCA_ActuatorSensor` (*SCA_ISensor*)

Actuator sensor detect change in actuator state of the parent object. It generates a positive pulse if the corresponding actuator is activated and a negative pulse if the actuator is deactivated.

actuator

the name of the actuator that the sensor is monitoring.

Type string

class `bge.types.SCA_AlwaysSensor` (*SCA_ISensor*)

This sensor is always activated.

class `bge.types.SCA_DelaySensor` (*SCA_ISensor*)

The Delay sensor generates positive and negative triggers at precise time, expressed in number of frames. The delay parameter defines the length of the initial OFF period. A positive trigger is generated at the end of this period.

The duration parameter defines the length of the ON period following the OFF period. There is a negative trigger at the end of the ON period. If duration is 0, the sensor stays ON and there is no negative trigger.

The sensor runs the OFF-ON cycle once unless the repeat option is set: the OFF-ON cycle repeats indefinitely (or the OFF cycle if duration is 0).

Use `SCA_ISensor.reset` at any time to restart sensor.

delay

length of the initial OFF period as number of frame, 0 for immediate trigger.

Type integer.

duration

length of the ON period in number of frame after the initial OFF period.

If duration is greater than 0, a negative trigger is sent at the end of the ON pulse.

Type integer

repeat

1 if the OFF-ON cycle should be repeated indefinitely, 0 if it should run once.

Type integer

class `bge.types.SCA_JoystickSensor` (*SCA_ISensor*)

This sensor detects player joystick events.

axisValues

The state of the joysticks axis as a list of values `numAxis` long. (read-only).

Type list of ints.

Each specifying the value of an axis between -32767 and 32767 depending on how far the axis is pushed, 0 for nothing. The first 2 values are used by most joysticks and gamepads for directional control. 3rd and 4th values are only on some joysticks and can be used for arbitrary controls.

- left:[-32767, 0, ...]
- right:[32767, 0, ...]
- up:[0, -32767, ...]
- down:[0, 32767, ...]

axisSingle

like `axisValues` but returns a single axis value that is set by the sensor. (read-only).

Type integer

Note: Only use this for “Single Axis” type sensors otherwise it will raise an error.

hatValues

The state of the joysticks hats as a list of values `numHats` long. (read-only).

Type list of ints

Each specifying the direction of the hat from 1 to 12, 0 when inactive.

Hat directions are as follows...

- 0:None
- 1:Up
- 2:Right
- 4:Down
- 8:Left
- 3:Up - Right
- 6:Down - Right
- 12:Down - Left

- 9:Up - Left

hatSingle

Like `hatValues` but returns a single hat direction value that is set by the sensor. (read-only).

Type integer

numAxis

The number of axes for the joystick at this index. (read-only).

Type integer

numButtons

The number of buttons for the joystick at this index. (read-only).

Type integer

numHats

The number of hats for the joystick at this index. (read-only).

Type integer

connected

True if a joystick is connected at this joysticks index. (read-only).

Type boolean

index

The joystick index to use (from 0 to 7). The first joystick is always 0.

Type integer

threshold

Axis threshold. Joystick axis motion below this threshold wont trigger an event. Use values between (0 and 32767), lower values are more sensitive.

Type integer

button

The button index the sensor reacts to (first button = 0). When the “All Events” toggle is set, this option has no effect.

Type integer

axis

The axis this sensor reacts to, as a list of two values [axisIndex, axisDirection]

- axisIndex: the axis index to use when detecting axis movement, 1=primary directional control, 2=secondary directional control.
- axisDirection: 0=right, 1=up, 2=left, 3=down.

Type [integer, integer]

hat

The hat the sensor reacts to, as a list of two values: [hatIndex, hatDirection]

- hatIndex: the hat index to use when detecting hat movement, 1=primary hat, 2=secondary hat (4 max).
- hatDirection: 1-12.

Type [integer, integer]

getButtonActiveList ()

Returns A list containing the indices of the currently pressed buttons.

Return type list

getButtonStatus (*buttonIndex*)

Parameters

- **buttonIndex** (*integer*) – the button index, 0=first button

Returns The current pressed state of the specified button.

Return type boolean

class `bge.types.SCA_KeyboardSensor` (*SCA_ISensor*)

A keyboard sensor detects player key presses.

See module `bge.keys` for keycode values.

key

The key code this sensor is looking for.

Type keycode from `bge.keys` module

hold1

The key code for the first modifier this sensor is looking for.

Type keycode from `bge.keys` module

hold2

The key code for the second modifier this sensor is looking for.

Type keycode from `bge.keys` module

toggleProperty

The name of the property that indicates whether or not to log keystrokes as a string.

Type string

targetProperty

The name of the property that receives keystrokes in case in case a string is logged.

Type string

useAllKeys

Flag to determine whether or not to accept all keys.

Type boolean

events

a list of pressed keys that have either been pressed, or just released, or are active this frame. (read-only).

Type list `[[keycode, status], ...]`

getKeyStatus (*keycode*)

Get the status of a key.

Parameters

- **keycode** (*integer*) – The code that represents the key you want to get the state of, use one of *these constants*

Returns The state of the given key, can be one of *these constants*

Return type int

```

class bge.types.SCA_NANDController (SCA_IController)
    An NAND controller activates when all linked sensors are not active.

    There are no special python methods for this controller.

class bge.types.SCA_NORController (SCA_IController)
    An NOR controller activates only when all linked sensors are de-activated.

    There are no special python methods for this controller.

class bge.types.SCA_ORController (SCA_IController)
    An OR controller activates when any connected sensor activates.

    There are no special python methods for this controller.

class bge.types.SCA_PropertyActuator (SCA_IActuator)
    Property Actuator

    propName
        the property on which to operate.

        Type string

    value
        the value with which the actuator operates.

        Type string

    mode
        TODO - add constants to game logic dict!.

        Type integer

class bge.types.SCA_PropertySensor (SCA_ISensor)
    Activates when the game object property matches.

    mode
        Type of check on the property. Can be one of these constants

        Type integer.

    propName
        the property the sensor operates.

        Type string

    value
        the value with which the sensor compares to the value of the property.

        Type string

    min
        the minimum value of the range used to evaluate the property when in interval mode.

        Type string

    max
        the maximum value of the range used to evaluate the property when in interval mode.

        Type string

class bge.types.SCA_PythonController (SCA_IController)
    A Python controller uses a Python script to activate it's actuators, based on it's sensors.

    script
        The value of this variable depends on the execution method.

```

- When ‘Script’ execution mode is set this value contains the entire python script as a single string (not the script name as you might expect) which can be modified to run different scripts.
- When ‘Module’ execution mode is set this value will contain a single line string - module name and function “module.func” or “package.module.func” where the module names are python textblocks or external scripts.

Type string

Note: Once this is set the script name given for warnings will remain unchanged.

mode

the execution mode for this controller (read-only).

- Script: 0, Execute the `script` as a python code.
- Module: 1, Execute the `script` as a module and function.

Type integer

activate (*actuator*)

Activates an actuator attached to this controller.

Parameters

- **actuator** (*actuator or the actuator name as a string*) – The actuator to operate on.

deactivate (*actuator*)

Deactivates an actuator attached to this controller.

Parameters

- **actuator** (*actuator or the actuator name as a string*) – The actuator to operate on.

class `bge.types.SCA_RandomActuator` (*SCA_IActuator*)

Random Actuator

seed

Seed of the random number generator.

Type integer.

Equal seeds produce equal series. If the seed is 0, the generator will produce the same value on every call.

para1

the first parameter of the active distribution.

Type float, read-only.

Refer to the documentation of the generator types for the meaning of this value.

para2

the second parameter of the active distribution.

Type float, read-only

Refer to the documentation of the generator types for the meaning of this value.

distribution

Distribution type. (read-only). Can be one of *these constants*

Type integer

propName

the name of the property to set with the random value.

Type string

If the generator and property types do not match, the assignment is ignored.

setBoolConst (*value*)

Sets this generator to produce a constant boolean value.

Parameters

- **value** (*boolean*) – The value to return.

setBoolUniform ()

Sets this generator to produce a uniform boolean distribution.

The generator will generate True or False with 50% chance.

setBoolBernouilli (*value*)

Sets this generator to produce a Bernouilli distribution.

Parameters

- **value** (*float*) – Specifies the proportion of False values to produce.
 - 0.0: Always generate True
 - 1.0: Always generate False

setIntConst (*value*)

Sets this generator to always produce the given value.

Parameters

- **value** (*integer*) – the value this generator produces.

setIntUniform (*lower_bound*, *upper_bound*)

Sets this generator to produce a random value between the given lower and upper bounds (inclusive).

setIntPoisson (*value*)

Generate a Poisson-distributed number.

This performs a series of Bernouilli tests with parameter value. It returns the number of tries needed to achieve succes.

setFloatConst (*value*)

Always generate the given value.

setFloatUniform (*lower_bound*, *upper_bound*)

Generates a random float between lower_bound and upper_bound with a uniform distribution.

setFloatNormal (*mean*, *standard_deviation*)

Generates a random float from the given normal distribution.

Parameters

- **mean** (*float*) – The mean (average) value of the generated numbers
- **standard_deviation** (*float*) – The standard deviation of the generated numbers.

setFloatNegativeExponential (*half_life*)
Generate negative-exponentially distributed numbers.
The half-life ‘time’ is characterized by *half_life*.

class `bge.types.SCA_RandomSensor` (*SCA_ISensor*)
This sensor activates randomly.

lastDraw
The seed of the random number generator.
Type integer

seed
The seed of the random number generator.
Type integer

setSeed (*seed*)
Sets the seed of the random number generator.
If the seed is 0, the generator will produce the same value on every call.

getSeed ()
Returns The initial seed of the generator. Equal seeds produce equal random series.
Return type integer

getLastDraw ()
Returns The last random number generated.
Return type integer

class `bge.types.SCA_XNORController` (*SCA_IController*)
An XNOR controller activates when all linked sensors are the same (activated or inactive).
There are no special python methods for this controller.

class `bge.types.SCA_XORController` (*SCA_IController*)
An XOR controller activates when there is the input is mixed, but not when all are on or off.
There are no special python methods for this controller.

class `bge.types.KX_Camera` (*KX_GameObject*)
A Camera object.

INSIDE
See `sphereInsideFrustum` and `boxInsideFrustum`

INTERSECT
See `sphereInsideFrustum` and `boxInsideFrustum`

OUTSIDE
See `sphereInsideFrustum` and `boxInsideFrustum`

lens
The camera’s lens value.
Type float

ortho_scale

The camera's view scale when in orthographic mode.

Type float

near

The camera's near clip distance.

Type float

far

The camera's far clip distance.

Type float

perspective

True if this camera has a perspective transform, False for an orthographic projection.

Type boolean

frustum_culling

True if this camera is frustum culling.

Type boolean

projection_matrix

This camera's 4x4 projection matrix.

Type 4x4 Matrix [[float]]

modelview_matrix

This camera's 4x4 model view matrix. (read-only).

Type 4x4 Matrix [[float]]

Note: This matrix is regenerated every frame from the camera's position and orientation.

camera_to_world

This camera's camera to world transform. (read-only).

Type 4x4 Matrix [[float]]

Note: This matrix is regenerated every frame from the camera's position and orientation.

world_to_camera

This camera's world to camera transform. (read-only).

Type 4x4 Matrix [[float]]

Note: Regenerated every frame from the camera's position and orientation.

Note: This is camera_to_world inverted.

useViewport

True when the camera is used as a viewport, set True to enable a viewport for this camera.

Type boolean

sphereInsideFrustum (*centre*, *radius*)

Tests the given sphere against the view frustum.

Parameters

- **centre** (*list [x, y, z]*) – The centre of the sphere (in world coordinates.)
- **radius** (*float*) – the radius of the sphere

Returns `INSIDE`, `OUTSIDE` or `INTERSECT`

Return type integer

Note: When the camera is first initialized the result will be invalid because the projection matrix has not been set.

```
import GameLogic
co = GameLogic.getCurrentController()
cam = co.owner

# A sphere of radius 4.0 located at [x, y, z] = [1.0, 1.0, 1.0]
if (cam.sphereInsideFrustum([1.0, 1.0, 1.0], 4) != cam.OUTSIDE):
    # Sphere is inside frustum !
    # Do something useful !
else:
    # Sphere is outside frustum
```

boxInsideFrustum (*box*)

Tests the given box against the view frustum.

Parameters

- **box** (*list of lists*) – Eight (8) corner points of the box (in world coordinates.)

Returns `INSIDE`, `OUTSIDE` or `INTERSECT`

Note: When the camera is first initialized the result will be invalid because the projection matrix has not been set.

```
import GameLogic
co = GameLogic.getCurrentController()
cam = co.owner

# Box to test...
box = []
box.append([-1.0, -1.0, -1.0])
box.append([-1.0, -1.0, 1.0])
box.append([-1.0, 1.0, -1.0])
box.append([-1.0, 1.0, 1.0])
box.append([ 1.0, -1.0, -1.0])
box.append([ 1.0, -1.0, 1.0])
box.append([ 1.0, 1.0, -1.0])
box.append([ 1.0, 1.0, 1.0])

if (cam.boxInsideFrustum(box) != cam.OUTSIDE):
    # Box is inside/intersects frustum !
    # Do something useful !
else:
    # Box is outside the frustum !
```

pointInsideFrustum (*point*)

Tests the given point against the view frustum.

Parameters

- **point** (*3D Vector*) – The point to test (in world coordinates.)

Returns True if the given point is inside this camera's viewing frustum.

Return type boolean

Note: When the camera is first initialized the result will be invalid because the projection matrix has not been set.

```

import GameLogic
co = GameLogic.getCurrentController()
cam = co.owner

# Test point [0.0, 0.0, 0.0]
if (cam.pointInsideFrustum([0.0, 0.0, 0.0])):
    # Point is inside frustum !
    # Do something useful !
else:
    # Box is outside the frustum !

```

getCameraToWorld()

Returns the camera-to-world transform.

Returns the camera-to-world transform matrix.

Return type matrix (4x4 list)

getWorldToCamera()

Returns the world-to-camera transform.

This returns the inverse matrix of `getCameraToWorld()`.

Returns the world-to-camera transform matrix.

Return type matrix (4x4 list)

setOnTop()

Set this cameras viewport ontop of all other viewport.

setViewport (*left, bottom, right, top*)

Sets the region of this viewport on the screen in pixels.

Use `bge.render.getWindowHeight` and `bge.render.getWindowWidth` to calculate values relative to the entire display.

Parameters

- **left** (*integer*) – left pixel coordinate of this viewport
- **bottom** (*integer*) – bottom pixel coordinate of this viewport
- **right** (*integer*) – right pixel coordinate of this viewport
- **top** (*integer*) – top pixel coordinate of this viewport

getScreenPosition (*object*)

Gets the position of an object projected on screen space.

```

# For an object in the middle of the screen, coord = [0.5, 0.5]
coord = camera.getScreenPosition(object)

```

Parameters

- **object** (`KX_GameObject` or 3D Vector) – object name or list [x, y, z]

Returns the object's position in screen coordinates.

Return type list [x, y]

getScreenVect (*x, y*)

Gets the vector from the camera position in the screen coordinate direction.

Parameters

- **x** (*float*) – X Axis
- **y** (*float*) – Y Axis

Return type 3D Vector

Returns The vector from screen coordinate.

```
# Gets the vector of the camera front direction:  
m_vect = camera.getScreenVect(0.5, 0.5)
```

getScreenRay (*x, y, dist=inf, property=None*)

Look towards a screen coordinate (*x, y*) and find first object hit within *dist* that matches prop. The ray is similar to `KX_GameObject->rayCastTo`.

Parameters

- **x** (*float*) – X Axis
- **y** (*float*) – Y Axis
- **dist** (*float*) – max distance to look (can be negative => look behind); 0 or omitted => detect up to other
- **property** (*string*) – property name that object must have; can be omitted => detect any object

Return type `KX_GameObject`

Returns the first object hit or None if no object or object does not match prop

```
# Gets an object with a property "wall" in front of the camera within a distance of 100  
target = camera.getScreenRay(0.5, 0.5, 100, "wall")
```

class `bge.types.BL_ArmatureObject` (*KX_GameObject*)

An armature object.

constraints

The list of armature constraint defined on this armature. Elements of the list can be accessed by index or string. The key format for string access is '<bone_name>:<constraint_name>'.

Type list of `BL_ArmatureConstraint`

channels

The list of armature channels. Elements of the list can be accessed by index or name the bone.

Type list of `BL_ArmatureChannel`

update ()

Ensures that the armature will be updated on next graphic frame.

This action is unnecessary if a `KX_ArmatureActuator` with mode run is active or if an action is playing. Use this function in other cases. It must be called on each frame to ensure that the armature is updated continuously.

class `bge.types.BL_ArmatureActuator` (*SCA_IActuator*)

Armature Actuators change constraint condition on armatures. Constants related to `type`

KX_ACT_ARMATURE_RUN

Just make sure the armature will be updated on the next graphic frame. This is the only persistent mode of the actuator: it executes automatically once per frame until stopped by a controller

Value 0

KX_ACT_ARMATURE_ENABLE

Enable the constraint.

Value 1

KX_ACT_ARMATURE_DISABLE

Disable the constraint (runtime constraint values are not updated).

Value 2

KX_ACT_ARMATURE_SETTARGET

Change target and subtarget of constraint.

Value 3

KX_ACT_ARMATURE_SETWEIGHT

Change weight of (only for IK constraint).

Value 4

type

The type of action that the actuator executes when it is active.

Can be one of *these constants*

Type integer

constraint

The constraint object this actuator is controlling.

Type `BL_ArmatureConstraint`

target

The object that this actuator will set as primary target to the constraint it controls.

Type `KX_GameObject`

subtarget

The object that this actuator will set as secondary target to the constraint it controls.

Type `KX_GameObject`.

Note: Currently, the only secondary target is the pole target for IK constraint.

weight

The weight this actuator will set on the constraint it controls.

Type float.

Note: Currently only the IK constraint has a weight. It must be a value between 0 and 1.

Note: A weight of 0 disables a constraint while still updating constraint runtime values (see `BL_ArmatureConstraint`)

class `bge.types.KX_ArmatureSensor` (*SCA_ISensor*)

Armature sensor detect conditions on armatures. Constants related to `type`

KX_ARMSENSOR_STATE_CHANGED

Detect that the constraint is changing state (active/inactive)

Value 0

KX_ARMSENSOR_LIN_ERROR_BELOW

Detect that the constraint linear error is above a threshold

Value 1

KX_ARMSENSOR_LIN_ERROR_ABOVE

Detect that the constraint linear error is below a threshold

Value 2

KX_ARMSENSOR_ROT_ERROR_BELOW

Detect that the constraint rotation error is above a threshold

Value 3

KX_ARMSENSOR_ROT_ERROR_ABOVE

Detect that the constraint rotation error is below a threshold

Value 4

type

The type of measurement that the sensor make when it is active.

Can be one of *these constants*

Type integer.

constraint

The constraint object this sensor is watching.

Type `BL_ArmatureConstraint`

value

The threshold used in the comparison with the constraint error The linear error is only updated on CopyPose/Distance IK constraint with iTaSC solver The rotation error is only updated on CopyPose+rotation IK constraint with iTaSC solver The linear error on CopyPose is always ≥ 0 : it is the norm of the distance between the target and the bone The rotation error on CopyPose is always ≥ 0 : it is the norm of the equivalent rotation vector between the bone and the target orientations The linear error on Distance can be positive if the distance between the bone and the target is greater than the desired distance, and negative if the distance is smaller.

Type float

class `bge.types.BL_ArmatureConstraint` (*PyObjectPlus*)

Proxy to Armature Constraint. Allows to change constraint on the fly. Obtained through `BL_ArmatureObject.constraints`.

Note: Not all armature constraints are supported in the GE. Constants related to `type`

`CONSTRAINT_TYPE_TRACKTO`

`CONSTRAINT_TYPE_KINEMATIC`

`CONSTRAINT_TYPE_ROTLIKE`

`CONSTRAINT_TYPE_LOCLIKE`

`CONSTRAINT_TYPE_MINMAX`

`CONSTRAINT_TYPE_SIZELIKE`

`CONSTRAINT_TYPE_LOCKTRACK`

`CONSTRAINT_TYPE_STRETCHTO`

`CONSTRAINT_TYPE_CLAMPTO`

`CONSTRAINT_TYPE_TRANSFORM`

`CONSTRAINT_TYPE_DISTLIMIT`

Constants related to `ik_type`

CONSTRAINT_IK_COPYPOSE

constraint is trying to match the position and eventually the rotation of the target.

Value 0

CONSTRAINT_IK_DISTANCE

Constraint is maintaining a certain distance to target subject to ik_mode

Value 1

Constants related to `ik_flag`

CONSTRAINT_IK_FLAG_TIP

Set when the constraint operates on the head of the bone and not the tail

Value 1

CONSTRAINT_IK_FLAG_ROT

Set when the constraint tries to match the orientation of the target

Value 2

CONSTRAINT_IK_FLAG_STRETCH

Set when the armature is allowed to stretch (only the bones with stretch factor > 0.0)

Value 16

CONSTRAINT_IK_FLAG_POS

Set when the constraint tries to match the position of the target.

Value 32

Constants related to `ik_mode`

CONSTRAINT_IK_MODE_INSIDE

The constraint tries to keep the bone within ik_dist of target

Value 0

CONSTRAINT_IK_MODE_OUTSIDE

The constraint tries to keep the bone outside ik_dist of the target

Value 1

CONSTRAINT_IK_MODE_ONSURFACE

The constraint tries to keep the bone exactly at ik_dist of the target.

Value 2

type

Type of constraint, (read-only).

Use one of *these constants*.

Type integer, one of CONSTRAINT_TYPE_* constants

name

Name of constraint constructed as <bone_name>:<constraint_name>. constraints list.

Type string

This name is also the key subscript on `BL_ArmatureObject`.

enforce

fraction of constraint effect that is enforced. Between 0 and 1.

Type float

headtail

Position of target between head and tail of the target bone: 0=head, 1=tail.

Type float.

Note: Only used if the target is a bone (i.e target object is an armature).

lin_error

runtime linear error (in Blender units) on constraint at the current frame.

This is a runtime value updated on each frame by the IK solver. Only available on IK constraint and iTaSC solver.

Type float

rot_error

Runtime rotation error (in radiant) on constraint at the current frame.

Type float.

This is a runtime value updated on each frame by the IK solver. Only available on IK constraint and iTaSC solver.

It is only set if the constraint has a rotation part, for example, a CopyPose+Rotation IK constraint.

target

Primary target object for the constraint. The position of this object in the GE will be used as target for the constraint.

Type `KX_GameObject`.

subtarget

Secondary target object for the constraint. The position of this object in the GE will be used as secondary target for the constraint.

Type `KX_GameObject`.

Currently this is only used for pole target on IK constraint.

active

True if the constraint is active.

Type boolean

Note: An inactive constraint does not update `lin_error` and `rot_error`.

ik_weight

Weight of the IK constraint between 0 and 1.

Only defined for IK constraint.

Type float

ik_type

Type of IK constraint, (read-only).

Use one of *these constants*.

Type integer.

ik_flag

Combination of IK constraint option flags, read-only.

Use one of *these constants*.

Type integer

ik_dist

Distance the constraint is trying to maintain with target, only used when `ik_type=CONSTRAINT_IK_DISTANCE`.

Type float

ik_mode

Use one of *these constants*.

Additional mode for IK constraint. Currently only used for Distance constraint:

Type integer

class `bge.types.BL_ArmatureChannel` (*PyObjectPlus*)

Proxy to armature pose channel. Allows to read and set armature pose. The attributes are identical to RNA attributes, but mostly in read-only mode.

See `rotation_mode`

PCHAN_ROT_QUAT

PCHAN_ROT_XYZ

PCHAN_ROT_XZY

PCHAN_ROT_YXZ

PCHAN_ROT_YZX

PCHAN_ROT_ZXY

PCHAN_ROT_ZYX

name

channel name (=bone name), read-only.

Type string

bone

return the bone object corresponding to this pose channel, read-only.

Type `BL_ArmatureBone`

parent

return the parent channel object, None if root channel, read-only.

Type `BL_ArmatureChannel`

has_ik

true if the bone is part of an active IK chain, read-only. This flag is not set when an IK constraint is defined but not enabled (miss target information for example).

Type boolean

ik_dof_x

true if the bone is free to rotation in the X axis, read-only.

Type boolean

ik_dof_y

true if the bone is free to rotation in the Y axis, read-only.

Type boolean

ik_dof_z

true if the bone is free to rotation in the Z axis, read-only.

Type boolean

ik_limit_x

true if a limit is imposed on X rotation, read-only.

Type boolean

ik_limit_y

true if a limit is imposed on Y rotation, read-only.

Type boolean

ik_limit_z

true if a limit is imposed on Z rotation, read-only.

Type boolean

ik_rot_control

true if channel rotation should applied as IK constraint, read-only.

Type boolean

ik_lin_control

true if channel size should applied as IK constraint, read-only.

Type boolean

location

displacement of the bone head in armature local space, read-write.

Type vector [X, Y, Z].

Note: You can only move a bone if it is unconnected to its parent. An action playing on the armature may change the value. An IK chain does not update this value, see `joint_rotation`.

Note: Changing this field has no immediate effect, the pose is updated when the armature is updated during the graphic render (see `BL_ArmatureObject.update`).

scale

scale of the bone relative to its parent, read-write.

Type vector [sizeX, sizeY, sizeZ].

Note: An action playing on the armature may change the value. An IK chain does not update this value, see `joint_rotation`.

Note: Changing this field has no immediate effect, the pose is updated when the armature is updated during the graphic render (see `BL_ArmatureObject.update`).

rotation_quaternion

rotation of the bone relative to its parent expressed as a quaternion, read-write.

Type vector [qr, qi, qj, qk].

Note: This field is only used if `rotation_mode` is 0. An action playing on the armature may change the value. An IK chain does not update this value, see `joint_rotation`.

Note: Changing this field has no immediate effect, the pose is updated when the armature is updated during the graphic render (see `BL_ArmatureObject.update`).

rotation_euler

rotation of the bone relative to its parent expressed as a set of euler angles, read-write.

Type vector [X, Y, Z].

Note: This field is only used if `rotation_mode` is > 0 . You must always pass the angles in [X, Y, Z] order; the order of applying the angles to the bone depends on `rotation_mode`. An action playing on the armature may change this field. An IK chain does not update this value, see `joint_rotation`.

Note: Changing this field has no immediate effect, the pose is updated when the armature is updated during the graphic render (see `BL_ArmatureObject.update`)

rotation_mode

Method of updating the bone rotation, read-write.

Type integer

Use the following constants (euler mode are named as in Blender UI but the actual axis order is reversed).

- `PCHAN_ROT_QUAT(0)` : use quaternion in rotation attribute to update bone rotation
- `PCHAN_ROT_XYZ(1)` : use euler_rotation and apply angles on bone's Z, Y, X axis successively
- `PCHAN_ROT_XZY(2)` : use euler_rotation and apply angles on bone's Y, Z, X axis successively
- `PCHAN_ROT_YXZ(3)` : use euler_rotation and apply angles on bone's Z, X, Y axis successively
- `PCHAN_ROT_YZX(4)` : use euler_rotation and apply angles on bone's X, Z, Y axis successively
- `PCHAN_ROT_ZXY(5)` : use euler_rotation and apply angles on bone's Y, X, Z axis successively
- `PCHAN_ROT_ZYX(6)` : use euler_rotation and apply angles on bone's X, Y, Z axis successively

channel_matrix

pose matrix in bone space (deformation of the bone due to action, constraint, etc), Read-only. This field is updated after the graphic render, it represents the current pose.

Type matrix [4][4]

pose_matrix

pose matrix in armature space, read-only, This field is updated after the graphic render, it represents the current pose.

Type matrix [4][4]

pose_head

position of bone head in armature space, read-only.

Type vector [x, y, z]

pose_tail

position of bone tail in armature space, read-only.

Type vector [x, y, z]

ik_min_x

minimum value of X rotation in degree (≤ 0) when X rotation is limited (see `ik_limit_x`), read-only.

Type float

ik_max_x

maximum value of X rotation in degree (≥ 0) when X rotation is limited (see `ik_limit_x`), read-only.

Type float

ik_min_y

minimum value of Y rotation in degree (≤ 0) when Y rotation is limited (see `ik_limit_y`), read-only.

Type float

ik_max_y

maximum value of Y rotation in degree (≥ 0) when Y rotation is limited (see `ik_limit_y`), read-only.

Type float

ik_min_z

minimum value of Z rotation in degree (≤ 0) when Z rotation is limited (see ik_limit_z), read-only.

Type float

ik_max_z

maximum value of Z rotation in degree (≥ 0) when Z rotation is limited (see ik_limit_z), read-only.

Type float

ik_stiffness_x

bone rotation stiffness in X axis, read-only.

Type float between 0 and 1

ik_stiffness_y

bone rotation stiffness in Y axis, read-only.

Type float between 0 and 1

ik_stiffness_z

bone rotation stiffness in Z axis, read-only.

Type float between 0 and 1

ik_stretch

ratio of scale change that is allowed, 0=bone can't change size, read-only.

Type float

ik_rot_weight

weight of rotation constraint when ik_rot_control is set, read-write.

Type float between 0 and 1

ik_lin_weight

weight of size constraint when ik_lin_control is set, read-write.

Type float between 0 and 1

joint_rotation

Control bone rotation in term of joint angle (for robotic applications), read-write.

When writing to this attribute, you pass a [x, y, z] vector and an appropriate set of euler angles or quaternion is calculated according to the rotation_mode.

When you read this attribute, the current pose matrix is converted into a [x, y, z] vector representing the joint angles.

The value and the meaning of the x, y, z depends on the ik_dof_x/ik_dof_y/ik_dof_z attributes:

- 1DoF joint X, Y or Z: the corresponding x, y, or z value is used as a joint angle in radian
- 2DoF joint X+Y or Z+Y: treated as 2 successive 1DoF joints: first X or Z, then Y. The x or z value is used as a joint angle in radian along the X or Z axis, followed by a rotation along the new Y axis of y radians.
- 2DoF joint X+Z: treated as a 2DoF joint with rotation axis on the X/Z plane. The x and z values are used as the coordinates of the rotation vector in the X/Z plane.
- 3DoF joint X+Y+Z: treated as a revolute joint. The [x, y, z] vector represents the equivalent rotation vector to bring the joint from the rest pose to the new pose.

Type vector [x, y, z]

Note: The bone must be part of an IK chain if you want to set the `ik_dof_x/ik_dof_y/ik_dof_z` attributes via the UI, but this will interfere with this attribute since the IK solver will overwrite the pose. You can stay in control of the armature if you create an IK constraint but do not finalize it (e.g. don't set a target) the IK solver will not run but the IK panel will show up on the UI for each bone in the chain.

Note: `[0, 0, 0]` always corresponds to the rest pose.

Note: You must request the armature pose to update and wait for the next graphic frame to see the effect of setting this attribute (see `BL_ArmatureObject.update`).

Note: You can read the result of the calculation in `rotation` or `euler_rotation` attributes after setting this attribute.

class `bge.types.BL_ArmatureBone` (*PyObjectPlus*)

Proxy to Blender bone structure. All fields are read-only and comply to RNA names. All space attribute correspond to the rest pose.

name

bone name.

Type string

connected

true when the bone head is struck to the parent's tail.

Type boolean

hinge

true when bone doesn't inherit rotation or scale from parent bone.

Type boolean

inherit_scale

true when bone inherits scaling from parent bone.

Type boolean

bbone_segments

number of B-bone segments.

Type integer

roll

bone rotation around head-tail axis.

Type float

head

location of head end of the bone in parent bone space.

Type vector [x, y, z]

tail

location of head end of the bone in parent bone space.

Type vector [x, y, z]

length

bone length.

Type float

arm_head

location of head end of the bone in armature space.

Type vector [x, y, z]

arm_tail

location of tail end of the bone in armature space.

Type vector [x, y, z]

arm_mat

matrix of the bone head in armature space.

Type matrix [4][4]

Note: This matrix has no scale part.

bone_mat

rotation matrix of the bone in parent bone space.

Type matrix [3][3]

parent

parent bone, or None for root bone.

Type `BL_ArmatureBone`

children

list of bone's children.

Type list of `BL_ArmatureBone`

3.2 Game Engine bge.logic Module

3.2.1 Intro

Module to access logic functions, imported automatically into the python controllers namespace.

```
# To get the controller thats running this python script:  
cont = bge.logic.getCurrentController() # bge.logic is automatically imported
```

```
# To get the game object this controller is on:  
obj = cont.owner
```

`KX_GameObject` and `KX_Camera` or `bge.types.~KX_LightObject` methods are available depending on the type of object

```
# To get a sensor linked to this controller.  
# "sensorname" is the name of the sensor as defined in the Blender interface.  
# +-----+ +-----+  
# | Sensor "sensorname" +---+ Python +  
# +-----+ +-----+  
sens = cont.sensors["sensorname"]
```

```
# To get a sequence of all sensors:  
sensors = co.sensors
```

See the sensor's reference for available methods:

- `KX_MouseFocusSensor`
- `KX_NearSensor`
- `KX_NetworkMessageSensor`
- `KX_RadarSensor`
- `KX_RaySensor`
- `KX_TouchSensor`

- SCA_DelaySensor
- SCA_JoystickSensor
- SCA_KeyboardSensor
- SCA_MouseSensor
- SCA_PropertySensor
- SCA_RandomSensor

You can also access actuators linked to the controller

```
# To get an actuator attached to the controller:
#
#           +-----+ +-----+
#           + Python +--+ Actuator "actuatorname" |
#           +-----+ +-----+
actuator = co.actuators["actuatorname"]

# Activate an actuator
controller.activate(actuator)
```

See the actuator's reference for available methods

- BL_ActionActuator
- BL_ShapeActionActuator
- KX_CameraActuator
- KX_ConstraintActuator
- KX_GameActuator
- KX_IpoActuator
- KX_NetworkMessageActuator
- KX_ObjectActuator
- KX_ParentActuator
- KX_SCA_AddObjectActuator
- KX_SCA_DynamicActuator
- KX_SCA_EndObjectActuator
- KX_SCA_ReplaceMeshActuator
- KX_SceneActuator
- KX_SoundActuator
- KX_StateActuator
- KX_TrackToActuator
- KX_VisibilityActuator
- SCA_2DFilterActuator
- SCA_PropertyActuator
- SCA_RandomActuator

Most logic brick's methods are accessors for the properties available in the logic buttons. Consult the logic bricks documentation for more information on how each logic brick works.

There are also methods to access the current `bge.types.KX_Scene`

```
# Get the current scene
scene = bge.logic.getCurrentScene()

# Get the current camera
cam = scene.active_camera
```

Matricies as used by the game engine are **row major** `matrix[row][col] = float`
`bge.types.KX_Camera` has some examples using matricies.

3.2.2 Variables

`bge.logic.globalDict`

A dictionary that is saved between loading blend files so you can use it to store inventory and other variables you want to store between scenes and blend files. It can also be written to a file and loaded later on with the game load/save actuators.

Note: only python built in types such as int/string/bool/float/tuples/lists can be saved, GameObjects, Actuators etc will not work as expected.

`bge.logic.keyboard`

The current keyboard wrapped in an `SCA_PythonKeyboard` object.

`bge.logic.mouse`

The current mouse wrapped in an `SCA_PythonMouse` object.

3.2.3 General functions

`bge.logic.getCurrentController()`

Gets the Python controller associated with this Python script.

Return type `bge.types.SCA_PythonController`

`bge.logic.getCurrentScene()`

Gets the current Scene.

Return type `bge.types.KX_Scene`

`bge.logic.getSceneList()`

Gets a list of the current scenes loaded in the game engine.

Return type list of `bge.types.KX_Scene`

Note: Scenes in your blend file that have not been converted wont be in this list. This list will only contain scenes such as overlays scenes.

`bge.logic.loadGlobalDict()`

Loads `bge.logic.globalDict` from a file.

`bge.logic.saveGlobalDict()`

Saves `bge.logic.globalDict` to a file.

`bge.logic.startGame(blend)`

Loads the blend file.

Parameters

- **blend** (*string*) – The name of the blend file

`bge.logic.endGame()`

Ends the current game.

`bge.logic.restartGame()`

Restarts the current game by reloading the .blend file (the last saved version, not what is currently running).

`bge.logic.LibLoad(blend, type, data)`

Converts the all of the datablocks of the given type from the given blend.

Parameters

- **blend** (*string*) – The path to the blend file (or the name to use for the library if data is supplied)

- **type** (*string*) – The datablock type (currently only “Action”, “Mesh” and “Scene” are supported)
- **data** (*bytes*) – Binary data from a blend file (optional)

`bge.logic.LibNew` (*name, type, data*)

Uses existing datablock data and loads in as a new library.

Parameters

- **name** (*string*) – A unique library name used for removal later
- **type** (*string*) – The datablock type (currently only “Mesh” is supported)
- **data** (*list of strings*) – A list of names of the datablocks to load

`bge.logic.LibFree` (*name*)

Frees a library, removing all objects and meshes from the currently active scenes.

Parameters

- **name** (*string*) – The name of the library to free (the name used in LibNew)

`bge.logic.addScene` (*name, overlay=1*)

Loads a scene into the game engine.

Parameters

- **name** (*string*) – The name of the scene
- **overlay** (*integer*) – Overlay or underlay (optional)

`bge.logic.sendMessage` (*subject, body="" , to="" , message_from=""*)

Sends a message to sensors in any active scene.

Parameters

- **subject** (*string*) – The subject of the message
- **body** (*string*) – The body of the message (optional)
- **to** (*string*) – The name of the object to send the message to (optional)
- **message_from** (*string*) – The name of the object that the message is coming from (optional)

`bge.logic.setGravity` (*gravity*)

Sets the world gravity.

`bge.logic.getSpectrum` ()

Returns a 512 point list from the sound card. This only works if the fmod sound driver is being used.

Return type list [float], len(getSpectrum()) == 512

`bge.logic.stopDSP` ()

Stops the sound driver using DSP effects.

Only the fmod sound driver supports this. DSP can be computationally expensive.

`bge.logic.getMaxLogicFrame` ()

Gets the maximum number of logic frames per render frame.

Returns The maximum number of logic frames per render frame

Return type integer

`bge.logic.setMaxLogicFrame` (*maxlogic*)

Sets the maximum number of logic frames that are executed per render frame. This does not affect the physic system that still runs at full frame rate.

Parameters

- **maxlogic** (*integer*) – The new maximum number of logic frames per render frame. Valid values: 1..5

`bge.logic.getMaxPhysicsFrame` ()

Gets the maximum number of physics frames per render frame.

Returns The maximum number of physics frames per render frame

Return type integer

`bge.logic.setMaxPhysicsFrame` (*maxphysics*)

Sets the maximum number of physics timestep that are executed per render frame. Higher value allows physics to keep up with realtime even if graphics slows down the game. Physics timestep is fixed and equal to 1/tickrate (see `setLogicTicRate`) `maxphysics/ticrate` is the maximum delay of the renderer that physics can compensate.

Parameters

- **maxphysics** (*integer*) – The new maximum number of physics timestep per render frame. Valid values: 1..5.

`bge.logic.getLogicTicRate` ()

Gets the logic update frequency.

Returns The logic frequency in Hz

Return type float

`bge.logic.setLogicTicRate` (*ticrate*)

Sets the logic update frequency.

The logic update frequency is the number of times logic bricks are executed every second. The default is 60 Hz.

Parameters

- **ticrate** (*float*) – The new logic update frequency (in Hz).

`bge.logic.getPhysicsTicRate` ()

Gets the physics update frequency

Returns The physics update frequency in Hz

Return type float

`bge.logic.setPhysicsTicRate` (*ticrate*)

Sets the physics update frequency

The physics update frequency is the number of times the physics system is executed every second. The default is 60 Hz.

Parameters

- **ticrate** (*float*) – The new update frequency (in Hz).

3.2.4 Utility functions

`bge.logic.expandPath` (*path*)

Converts a blender internal path into a proper file system path.

Use / as directory separator in path You can use `'/'` at the start of the string to define a relative path; Blender replaces that string by the directory of the startup .blend or runtime file to make a full path name (doesn't change during the game, even if you load other .blend). The function also converts the directory separator to the local file system format.

Parameters

- **path** (*string*) – The path string to be converted/expanded.

Returns The converted string

Return type string

`bge.logic.getAverageFrameRate()`

Gets the estimated average framerate

Returns The estimated average framerate in frames per second

Return type float

`bge.logic.getBlendFileList(path = '/')`

Returns a list of blend files in the same directory as the open blend file, or from using the option argument.

Parameters

- **path** (*string*) – Optional directory argument, will be expanded (like `expandPath`) into the full path.

Returns A list of filenames, with no directory prefix

Return type list

`bge.logic.getRandomFloat()`

Returns a random floating point value in the range [0 - 1)

`bge.logic.PrintGLInfo()`

Prints GL Extension Info into the console

3.2.5 Constants

`bge.logic.KX_TRUE`

True value used by some modules.

`bge.logic.KX_FALSE`

False value used by some modules.

Sensors

Sensor Status

`bge.logic.KX_SENSOR_INACTIVE`

`bge.logic.KX_SENSOR_JUST_ACTIVATED`

`bge.logic.KX_SENSOR_ACTIVE`

`bge.logic.KX_SENSOR_JUST_DEACTIVATED`

Property Sensor

`bge.logic.KX_PROPSENSOR_EQUAL`
Activate when the property is equal to the sensor value.

Value 1

`bge.logic.KX_PROPSENSOR_NOTEQUAL`
Activate when the property is not equal to the sensor value.

Value 2

`bge.logic.KX_PROPSENSOR_INTERVAL`
Activate when the property is between the specified limits.

Value 3

`bge.logic.KX_PROPSENSOR_CHANGED`
Activate when the property changes

Value 4

`bge.logic.KX_PROPSENSOR_EXPRESSION`
Activate when the expression matches

Value 5

Radar Sensor

See `bge.types.KX_RadarSensor`

`bge.logic.KX_RADAR_AXIS_POS_X`

`bge.logic.KX_RADAR_AXIS_POS_Y`

`bge.logic.KX_RADAR_AXIS_POS_Z`

`bge.logic.KX_RADAR_AXIS_NEG_X`

`bge.logic.KX_RADAR_AXIS_NEG_Y`

`bge.logic.KX_RADAR_AXIS_NEG_Z`

Ray Sensor

See `bge.types.KX_RaySensor`

`bge.logic.KX_RAY_AXIS_POS_X`

`bge.logic.KX_RAY_AXIS_POS_Y`

`bge.logic.KX_RAY_AXIS_POS_Z`

`bge.logic.KX_RAY_AXIS_NEG_X`

`bge.logic.KX_RAY_AXIS_NEG_Y`

`bge.logic.KX_RAY_AXIS_NEG_Z`

Actuators

Action Actuator

See `bge.types.BL_ActionActuator`

`bge.logic.KX_ACTIONACT_PLAY`

`bge.logic.KX_ACTIONACT_FLIPPER`

`bge.logic.KX_ACTIONACT_LOOPSTOP`

`bge.logic.KX_ACTIONACT_LOOPEND`

`bge.logic.KX_ACTIONACT_PROPERTY`

Constraint Actuator

See `bge.types.KX_ConstraintActuator.option`

- Applicable to Distance constraint:

`bge.logic.KX_ACT_CONSTRAINT_NORMAL`
Activate alignment to surface

`bge.logic.KX_ACT_CONSTRAINT_DISTANCE`
Activate distance control

`bge.logic.KX_ACT_CONSTRAINT_LOCAL`
Direction of the ray is along the local axis

- Applicable to Force field constraint:

`bge.logic.KX_ACT_CONSTRAINT_DOROTFH`
Force field act on rotation as well

- Applicable to both:

`bge.logic.KX_ACT_CONSTRAINT_MATERIAL`
Detect material rather than property

`bge.logic.KX_ACT_CONSTRAINT_PERMANENT`
No deactivation if ray does not hit target

See `bge.types.KX_ConstraintActuator.limit`

`bge.logic.KX_CONSTRAINTACT_LOCX`
Limit X coord.

`bge.logic.KX_CONSTRAINTACT_LOCY`
Limit Y coord

`bge.logic.KX_CONSTRAINTACT_LOCZ`
Limit Z coord

`bge.logic.KX_CONSTRAINTACT_ROTX`
Limit X rotation

`bge.logic.KX_CONSTRAINTACT_ROTY`
Limit Y rotation

`bge.logic.KX_CONSTRAINTACT_ROTZ`
Limit Z rotation

`bge.logic.KX_CONSTRAINTACT_DIRNX`
Set distance along negative X axis

`bge.logic.KX_CONSTRAINTACT_DIRNY`
Set distance along negative Y axis

`bge.logic.KX_CONSTRAINTACT_DIRNZ`
Set distance along negative Z axis

`bge.logic.KX_CONSTRAINTACT_DIRPX`
Set distance along positive X axis

`bge.logic.KX_CONSTRAINTACT_DIRPY`
Set distance along positive Y axis

`bge.logic.KX_CONSTRAINTACT_DIRPZ`
Set distance along positive Z axis

`bge.logic.KX_CONSTRAINTACT_ORIX`
Set orientation of X axis

`bge.logic.KX_CONSTRAINTACT_ORIY`
Set orientation of Y axis

`bge.logic.KX_CONSTRAINTACT_ORIZ`
Set orientation of Z axis

`bge.logic.KX_ACT_CONSTRAINT_FHNX`
Set force field along negative X axis

`bge.logic.KX_ACT_CONSTRAINT_FHNY`
Set force field along negative Y axis

`bge.logic.KX_ACT_CONSTRAINT_FHNZ`
Set force field along negative Z axis

`bge.logic.KX_ACT_CONSTRAINT_FHPX`
Set force field along positive X axis

`bge.logic.KX_ACT_CONSTRAINT_FHPY`
Set force field along positive Y axis

`bge.logic.KX_ACT_CONSTRAINT_FHPZ`
Set force field along positive Z axis

Dynamic Actuator

See `bge.types.KX_SCA_DynamicActuator`

`bge.logic.KX_DYN_RESTORE_DYNAMICS`

`bge.logic.KX_DYN_DISABLE_DYNAMICS`

`bge.logic.KX_DYN_ENABLE_RIGID_BODY`

`bge.logic.KX_DYN_DISABLE_RIGID_BODY`

`bge.logic.KX_DYN_SET_MASS`

Game Actuator

See `bge.types.KX_GameActuator`

`bge.logic.KX_GAME_LOAD`

`bge.logic.KX_GAME_START`

`bge.logic.KX_GAME_RESTART`

`bge.logic.KX_GAME_QUIT`

`bge.logic.KX_GAME_SAVECFG`

`bge.logic.KX_GAME_LOADCFG`

IPO Actuator

See `bge.types.KX_IpoActuator`

`bge.logic.KX_IPOACT_PLAY`

`bge.logic.KX_IPOACT_PINGPONG`

`bge.logic.KX_IPOACT_FLIPPER`

`bge.logic.KX_IPOACT_LOOPSTOP`

`bge.logic.KX_IPOACT_LOOPEND`

`bge.logic.KX_IPOACT_FROM_PROP`

Parent Actuator

`bge.logic.KX_PARENT_REMOVE`

`bge.logic.KX_PARENT_SET`

Random Distributions

See `bge.types.SCA_RandomActuator`

`bge.logic.KX_RANDOMACT_BOOL_CONST`

`bge.logic.KX_RANDOMACT_BOOL_UNIFORM`

`bge.logic.KX_RANDOMACT_BOOL_BERNOULLI`

`bge.logic.KX_RANDOMACT_INT_CONST`

`bge.logic.KX_RANDOMACT_INT_UNIFORM`

`bge.logic.KX_RANDOMACT_INT_POISSON`

`bge.logic.KX_RANDOMACT_FLOAT_CONST`

`bge.logic.KX_RANDOMACT_FLOAT_UNIFORM`

`bge.logic.KX_RANDOMACT_FLOAT_NORMAL`

`bge.logic.KX_RANDOMACT_FLOAT_NEGATIVE_EXPONENTIAL`

Scene Actuator

See `bge.types.KX_SceneActuator`

`bge.logic.KX_SCENE_RESTART`
`bge.logic.KX_SCENE_SET_SCENE`
`bge.logic.KX_SCENE_SET_CAMERA`
`bge.logic.KX_SCENE_ADD_FRONT_SCENE`
`bge.logic.KX_SCENE_ADD_BACK_SCENE`
`bge.logic.KX_SCENE_REMOVE_SCENE`
`bge.logic.KX_SCENE_SUSPEND`
`bge.logic.KX_SCENE_RESUME`

Shape Action Actuator

See `bge.types.BL_ActionActuator`

`bge.logic.KX_ACTIONACT_PLAY`
`bge.logic.KX_ACTIONACT_FLIPPER`
`bge.logic.KX_ACTIONACT_LOOPSTOP`
`bge.logic.KX_ACTIONACT_LOOPEND`
`bge.logic.KX_ACTIONACT_PROPERTY`

Sound Actuator

See `bge.types.KX_SoundActuator`

`bge.logic.KX_SOUNDACT_PLAYSTOP`
Value 1
`bge.logic.KX_SOUNDACT_PLAYEND`
Value 2
`bge.logic.KX_SOUNDACT_LOOPSTOP`
Value 3
`bge.logic.KX_SOUNDACT_LOOPEND`
Value 4
`bge.logic.KX_SOUNDACT_LOOPBIDIRECTIONAL`
Value 5
`bge.logic.KX_SOUNDACT_LOOPBIDIRECTIONAL_STOP`
Value 6

Various

Input Status

See `bge.types.SCA_PythonKeyboard`, `bge.types.SCA_PythonMouse`,
`bge.types.SCA_MouseSensor`, `bge.types.SCA_KeyboardSensor`

`bge.logic.KX_INPUT_NONE`

`bge.logic.KX_INPUT_JUST_ACTIVATED`

`bge.logic.KX_INPUT_ACTIVE`

`bge.logic.KX_INPUT_JUST_RELEASED`

Mouse Buttons

See `bge.types.SCA_MouseSensor`

`bge.logic.KX_MOUSE_BUT_LEFT`

`bge.logic.KX_MOUSE_BUT_MIDDLE`

`bge.logic.KX_MOUSE_BUT_RIGHT`

States

See `bge.types.KX_StateActuator`

`bge.logic.KX_STATE1`

`bge.logic.KX_STATE2`

`bge.logic.KX_STATE3`

`bge.logic.KX_STATE4`

`bge.logic.KX_STATE5`

`bge.logic.KX_STATE6`

`bge.logic.KX_STATE7`

`bge.logic.KX_STATE8`

`bge.logic.KX_STATE9`

`bge.logic.KX_STATE10`

`bge.logic.KX_STATE11`

`bge.logic.KX_STATE12`

`bge.logic.KX_STATE13`

`bge.logic.KX_STATE14`

`bge.logic.KX_STATE15`

`bge.logic.KX_STATE16`

`bge.logic.KX_STATE17`

`bge.logic.KX_STATE18`

bge.logic.KX_STATE19

bge.logic.KX_STATE20

bge.logic.KX_STATE21

bge.logic.KX_STATE22

bge.logic.KX_STATE23

bge.logic.KX_STATE24

bge.logic.KX_STATE25

bge.logic.KX_STATE26

bge.logic.KX_STATE27

bge.logic.KX_STATE28

bge.logic.KX_STATE29

bge.logic.KX_STATE30

See [bge.types.KX_StateActuator.operation](#)

bge.logic.KX_STATE_OP_CLR
Subtract bits to state mask

Value 0

bge.logic.KX_STATE_OP_CPY
Copy state mask

Value 1

bge.logic.KX_STATE_OP_NEG
Invert bits to state mask

Value 2

bge.logic.KX_STATE_OP_SET
Add bits to state mask

Value 3

2D Filter

bge.logic.RAS_2DFILTER_BLUR
Value 2

bge.logic.RAS_2DFILTER_CUSTOMFILTER
Customer filter, the code code is set via shaderText property.
Value 12

bge.logic.RAS_2DFILTER_DILATION
Value 4

bge.logic.RAS_2DFILTER_DISABLED
Disable the filter that is currently active
Value -1

`bge.logic.RAS_2DFILTER_ENABLED`
Enable the filter that was previously disabled

Value -2

`bge.logic.RAS_2DFILTER_EROSION`

Value 5

`bge.logic.RAS_2DFILTER_GRAYSCALE`

Value 9

`bge.logic.RAS_2DFILTER_INVERT`

Value 11

`bge.logic.RAS_2DFILTER_LAPLACIAN`

Value 6

`bge.logic.RAS_2DFILTER_MOTIONBLUR`

Create and enable preset filters

Value 1

`bge.logic.RAS_2DFILTER_NOFILTER`

Disable and destroy the filter that is currently active

Value 0

`bge.logic.RAS_2DFILTER_PREWITT`

Value 8

`bge.logic.RAS_2DFILTER_SEPIA`

Value 10

`bge.logic.RAS_2DFILTER_SHARPEN`

Value 3

`bge.logic.RAS_2DFILTER_SOBEL`

Value 7

Shader

`bge.logic.VIEWMATRIX`

`bge.logic.VIEWMATRIX_INVERSE`

`bge.logic.VIEWMATRIX_INVERSETRANSPOSE`

`bge.logic.VIEWMATRIX_TRANSPOSE`

`bge.logic.MODELMATRIX`

`bge.logic.MODELMATRIX_INVERSE`

`bge.logic.MODELMATRIX_INVERSETRANSPOSE`

`bge.logic.MODELMATRIX_TRANSPOSE`

`bge.logic.MODELVIEWMATRIX`

`bge.logic.MODELVIEWMATRIX_INVERSE`

bge.logic.MODELVIEWMATRIX_INVERSETRANSPOSE

bge.logic.MODELVIEWMATRIX_TRANSPOSE

bge.logic.CAM_POS

Current camera position

bge.logic.CONSTANT_TIMER

User a timer for the uniform value.

bge.logic.SHD_TANGENT

Blender Material

bge.logic.BL_DST_ALPHA

bge.logic.BL_DST_COLOR

bge.logic.BL_ONE

bge.logic.BL_ONE_MINUS_DST_ALPHA

bge.logic.BL_ONE_MINUS_DST_COLOR

bge.logic.BL_ONE_MINUS_SRC_ALPHA

bge.logic.BL_ONE_MINUS_SRC_COLOR

bge.logic.BL_SRC_ALPHA

bge.logic.BL_SRC_ALPHA_SATURATE

bge.logic.BL_SRC_COLOR

bge.logic.BL_ZERO

3.3 Game Engine bge.render Module

3.3.1 Intro

```
# Example Uses an L{SCA_MouseSensor}, and two L{KX_ObjectActuator}s to implement MouseLook::  
# To use a mouse movement sensor "Mouse" and a  
# motion actuator to mouse look:
```

```
import bge.render  
import bge.logic
```

```
# SCALE sets the speed of motion  
SCALE=[1, 0.5]
```

```
co = bge.logic.getCurrentController()  
obj = co.getOwner()  
mouse = co.getSensor("Mouse")  
lmotion = co.getActuator("LMove")  
wmotion = co.getActuator("WMove")
```

```
# Transform the mouse coordinates to see how far the mouse has moved.
```

```
def mousePos():  
    x = (bge.render.getWindowWidth()/2 - mouse.getXPosition())*SCALE[0]  
    y = (bge.render.getWindowHeight()/2 - mouse.getYPosition())*SCALE[1]
```

```

    return (x, y)

pos = mousePos()

# Set the amount of motion: X is applied in world coordinates...
lmotion.setTorque(0.0, 0.0, pos[0], False)
# ...Y is applied in local coordinates
wmotion.setTorque(-pos[1], 0.0, 0.0, True)

# Activate both actuators
bge.logic.addActiveActuator(lmotion, True)
bge.logic.addActiveActuator(wmotion, True)

# Centre the mouse
bge.render.setMousePosition(bge.render.getWindowWidth()/2, bge.render.getWindowHeight()/2)

```

3.3.2 Constants

`bge.render.KX_TEXFACE_MATERIAL`
Materials as defined by the texture face settings.

`bge.render.KX_BLENDER_MULTITEX_MATERIAL`
Materials approximating blender materials with multitexturing.

`bge.render.KX_BLENDER_GLSL_MATERIAL`
Materials approximating blender materials with GLSL.

3.3.3 Functions

`bge.render.getWindowWidth()`
Gets the width of the window (in pixels)

Return type integer

`bge.render.getWindowHeight()`
Gets the height of the window (in pixels)

Return type integer

`bge.render.makeScreenshot(filename)`
Writes a screenshot to the given filename.

If filename starts with // the image will be saved relative to the current directory. If the filename contains # it will be replaced with the frame number.

The standalone player saves .png files. It does not support colour space conversion or gamma correction.

When run from Blender, makeScreenshot supports Iris, IrisZ, TGA, Raw TGA, PNG, HamX, and Jpeg. Gamma, Colourspace conversion and Jpeg compression are taken from the Render settings panels.

`bge.render.enableVisibility(visible)`
Doesn't really do anything...

`bge.render.showMouse(visible)`
Enables or disables the operating system mouse cursor.

`bge.render.setMousePosition(x, y)`
Sets the mouse cursor position.

`bge.render.setBackgroundColor(rgba)`
Sets the window background colour.

`bge.render.setMistColor(rgb)`
Sets the mist colour.

`bge.render.setAmbientColor(rgb)`
Sets the color of ambient light.

`bge.render.setMistStart(start)`
Sets the mist start value. Objects further away than start will have mist applied to them.

`bge.render.setMistEnd(end)`
Sets the mist end value. Objects further away from this will be coloured solid with the colour set by `setMistColor()`.

`bge.render.disableMist()`
Disables mist.

Note: Set any of the mist properties to enable mist.

`bge.render.setEyeSeparation(eyesep)`
Sets the eye separation for stereo mode. Usually Focal Length/30 provides a comfortable value.

Parameters

- **eyesep** (*float*) – The distance between the left and right eye.

`bge.render.getEyeSeparation()`
Gets the current eye separation for stereo mode.

Return type float

`bge.render.setFocalLength(focallength)`
Sets the focal length for stereo mode. It uses the current camera focal length as initial value.

Parameters

- **focallength** (*float*) – The focal length.

`bge.render.getFocalLength()`
Gets the current focal length for stereo mode.

Return type float

`bge.render.setMaterialMode(mode)`
Set the material mode to use for OpenGL rendering.

Note: Changes will only affect newly created scenes.

`bge.render.getMaterialMode(mode)`

Get the material mode to use for OpenGL rendering.

Return type `KX_TEXFACE_MATERIAL`, `KX_BLENDER_MULTITEX_MATERIAL`,
`KX_BLENDER_GLSL_MATERIAL`

`bge.render.setGLSLMaterialSetting(setting, enable)`

Enables or disables a GLSL material setting.

`bge.render.getGLSLMaterialSetting(setting, enable)`

Get the state of a GLSL material setting.

Return type `boolean`

`bge.render.drawLine(fromVec, toVec, color)`

Draw a line in the 3D scene.

Parameters

- **fromVec** (*list [x, y, z]*) – the origin of the line
- **toVec** (*list [x, y, z]*) – the end of the line
- **color** (*list [r, g, b]*) – the color of the line

`bge.render.enableMotionBlur(factor)`

Enable the motion blur effect.

Parameters

- **factor** (*float [0.0 - 1.0]*) – the ammount of motion blur to display.

`bge.render.disableMotionBlur()`

Disable the motion blur effect.

3.4 Game Engine bge.events module

3.4.1 Intro

This module holds key constants for the SCA_KeyboardSensor.

Set a connected keyboard sensor to accept F1

```
import bge
```

```
co = bge.logic.getCurrentController()
```

```
# 'Keyboard' is a keyboard sensor
```

```
sensor = co.sensors["Keyboard"]
```

```
sensor.key = bge.events.F1KEY
```

```
# Do the all keys thing
```

```
import bge
```

```
co = bge.logic.getCurrentController()
```

```
# 'Keyboard' is a keyboard sensor
```

```
sensor = co.sensors["Keyboard"]
```

```
for key, status in sensor.events:
```

```
    # key[0] == bge.events.keycode, key[1] = status
```

```
    if status == bge.logic.KX_INPUT_JUST_ACTIVATED:
        if key == bge.events.WKEY:
            # Activate Forward!
        if key == bge.events.SKEY:
            # Activate Backward!
        if key == bge.events.AKEY:
            # Activate Left!
        if key == bge.events.DKEY:
            # Activate Right!

# The all keys thing without a keyboard sensor (but you will
# need an always sensor with pulse mode on)
import bge

# Just shortening names here
keyboard = bge.logic.keyboard
JUST_ACTIVATED = bge.logic.KX_INPUT_JUST_ACTIVATED

if keyboard.events[bge.events.WKEY] == JUST_ACTIVATED:
    print("Activate Forward!")
if keyboard.events[bge.events.SKEY] == JUST_ACTIVATED:
    print("Activate Backward!")
if keyboard.events[bge.events.AKEY] == JUST_ACTIVATED:
    print("Activate Left!")
if keyboard.events[bge.events.DKEY] == JUST_ACTIVATED:
    print("Activate Right!")
```

3.4.2 Functions

`bge.events.EventToString` (*event*)

Return the string name of a key event. Will raise a `ValueError` error if its invalid.

Parameters

- **event** (*int*) – key event from `bge.keys` or the keyboard sensor.

Return type string

`bge.events.EventToCharacter` (*event, shift*)

Return the string name of a key event. Returns an empty string if the event cant be represented as a character.

Parameters

- **event** (*int*) – key event from `bge.keys` or the keyboard sensor.
- **shift** (*bool*) – set to true if shift is held.

Return type string

3.4.3 Keys (Constants)

Mouse Keys

`bge.events.LEFTMOUSE`

`bge.events.MIDDLEMOUSE`

`bge.events.RIGHTMOUSE`

`bge.events.WHEELUPMOUSE`

`bge.events.WHEELDOWNMOUSE`

`bge.events.MOUSEX`

`bge.events.MOUSEY`

Keyboard Keys

Alphabet keys

`bge.events.AKEY`

`bge.events.BKEY`

`bge.events.CKEY`

`bge.events.DKEY`

`bge.events.EKEY`

`bge.events.FKEY`

`bge.events.GKEY`

`bge.events.HKEY`

`bge.events.IKEY`

`bge.events.JKEY`

`bge.events.KKEY`

`bge.events.LKEY`

`bge.events.MKEY`

`bge.events.NKEY`

`bge.events.OKEY`

`bge.events.PKEY`

`bge.events.QKEY`

`bge.events.RKEY`

`bge.events.SKEY`

`bge.events.TKEY`

`bge.events.UKEY`

`bge.events.VKEY`

`bge.events.WKEY`

`bge.events.XKEY`

`bge.events.YKEY`

`bge.events.ZKEY`

Number keys

`bge.events.ZEROKEY`
`bge.events.ONEKEY`
`bge.events.TWOKEY`
`bge.events.THREEKEY`
`bge.events.FOURKEY`
`bge.events.FIVEKEY`
`bge.events.SIXKEY`
`bge.events.SEVENKEY`
`bge.events.EIGHTKEY`
`bge.events.NINEKEY`

Modifiers Keys

`bge.events.CAPSLOCKKEY`
`bge.events.LEFTCTRLKEY`
`bge.events.LEFTALTKEY`
`bge.events.RIGHTALTKEY`
`bge.events.RIGHTCTRLKEY`
`bge.events.RIGHTSHIFTKEY`
`bge.events.LEFTSHIFTKEY`

Arrow Keys

`bge.events.LEFTARROWKEY`
`bge.events.DOWNARROWKEY`
`bge.events.RIGHTARROWKEY`
`bge.events.UPARROWKEY`

Numberpad Keys

`bge.events.PAD0`
`bge.events.PAD1`
`bge.events.PAD2`
`bge.events.PAD3`
`bge.events.PAD4`
`bge.events.PAD5`

`bge.events.PAD6`

`bge.events.PAD7`

`bge.events.PAD8`

`bge.events.PAD9`

`bge.events.PADPERIOD`

`bge.events.PADSLASHKEY`

`bge.events.PADASTERKEY`

`bge.events.PADMINUS`

`bge.events.PADENTER`

`bge.events.PADPLUSKEY`

Function Keys

`bge.events.F1KEY`

`bge.events.F2KEY`

`bge.events.F3KEY`

`bge.events.F4KEY`

`bge.events.F5KEY`

`bge.events.F6KEY`

`bge.events.F7KEY`

`bge.events.F8KEY`

`bge.events.F9KEY`

`bge.events.F10KEY`

`bge.events.F11KEY`

`bge.events.F12KEY`

`bge.events.F13KEY`

`bge.events.F14KEY`

`bge.events.F15KEY`

`bge.events.F16KEY`

`bge.events.F17KEY`

`bge.events.F18KEY`

`bge.events.F19KEY`

Other Keys

`bge.events.ACCENTGRAVEKEY`

`bge.events.BACKSLASHKEY`

`bge.events.BACKSPACEKEY`
`bge.events.COMMAKEY`
`bge.events.DELKEY`
`bge.events.ENDKEY`
`bge.events.EQUALKEY`
`bge.events.ESCKEY`
`bge.events.HOMEKEY`
`bge.events.INSERTKEY`
`bge.events.LEFTBRACKETKEY`
`bge.events.LINEFEEDKEY`
`bge.events.MINUSKEY`
`bge.events.PAGEDOWNKEY`
`bge.events.PAGEUPKEY`
`bge.events.PAUSEKEY`
`bge.events.PERIODKEY`
`bge.events.QUOTEKEY`
`bge.events.RIGHTBRACKETKEY`
`bge.events.RETKEY` (*Deprecated: use `bge.events.ENTERKEY`*)
`bge.events.ENTERKEY`
`bge.events.SEMICOLONKEY`
`bge.events.SLASHKEY`
`bge.events.SPACEKEY`
`bge.events.TABKEY`

PYTHON MODULE INDEX

a

aud, 1047

b

bge.events, 1143

bge.logic, 1126

bge.render, 1140

bge.types, 1055

blf, 1044

bpy, 3

bpy.app, 1010

bpy.ops.action, 4

bpy.ops.anim, 6

bpy.ops.armature, 10

bpy.ops.boid, 12

bpy.ops.brush, 13

bpy.ops.buttons, 14

bpy.ops.cloth, 14

bpy.ops.console, 14

bpy.ops.constraint, 16

bpy.ops.curve, 17

bpy.ops.ed, 21

bpy.ops.export, 21

bpy.ops.export_scene, 22

bpy.ops.export_shape, 24

bpy.ops.file, 25

bpy.ops.fluid, 27

bpy.ops.font, 27

bpy.ops.gpencil, 30

bpy.ops.graph, 31

bpy.ops.group, 34

bpy.ops.help, 35

bpy.ops.image, 35

bpy.ops.import_anim, 39

bpy.ops.import_scene, 39

bpy.ops.import_shape, 40

bpy.ops.info, 40

bpy.ops.lamp, 41

bpy.ops.lattice, 41

bpy.ops.logic, 41

bpy.ops.marker, 43

bpy.ops.material, 44

bpy.ops.mball, 44

bpy.ops.mesh, 45

bpy.ops.nla, 58

bpy.ops.node, 60

bpy.ops.object, 63

bpy.ops.outliner, 79

bpy.ops.paint, 81

bpy.ops.particle, 84

bpy.ops.pose, 86

bpy.ops.poselib, 90

bpy.ops.ptcache, 90

bpy.ops.render, 91

bpy.ops.scene, 93

bpy.ops.screen, 93

bpy.ops.script, 96

bpy.ops.sculpt, 96

bpy.ops.sequencer, 97

bpy.ops.sketch, 103

bpy.ops.sound, 104

bpy.ops.surface, 105

bpy.ops.text, 107

bpy.ops.texture, 111

bpy.ops.time, 112

bpy.ops.transform, 112

bpy.ops.ui, 121

bpy.ops.uv, 121

bpy.ops.view2d, 126

bpy.ops.view3d, 127

bpy.ops.wm, 131

bpy.ops.world, 141

bpy.path, 1009

bpy.props, 1010

bpy.types, 1003

bpy.utils, 1007

m

mathutils, 1013

mathutils.geometry, 1042

INDEX

A

- a (bge.types.KX_VertexProxy attribute), 1103
- absorption (bpy.types.CollisionSettings attribute), 228
- abspath() (in module bpy.path), 1009
- ACCENTGRAVEKEY (in module bge.events), 1147
- accuracy (bpy.types.BoidSettings attribute), 190
- accuracy (bpy.types.Scopes attribute), 729
- act_spline (bpy.types.ThemeView3D attribute), 907
- action (bge.types.BL_ActionActuator attribute), 1058
- action (bge.types.BL_ShapeActionActuator attribute), 1062
- action (bpy.types.ActionActuator attribute), 143
- action (bpy.types.ActionConstraint attribute), 144
- action (bpy.types.AnimData attribute), 155
- action (bpy.types.NlaStrip attribute), 585
- action (bpy.types.ShapeActionActuator attribute), 765
- action (bpy.types.SpaceDopeSheetEditor attribute), 793
- Action (class in bpy.types), 141
- Action.fcurves (in module bpy.types), 141
- Action.frame_range (in module bpy.types), 141
- Action.groups (in module bpy.types), 142
- Action.pose_markers (in module bpy.types), 142
- action_blend_type (bpy.types.AnimData attribute), 155
- action_extrapolation (bpy.types.AnimData attribute), 155
- action_frame_end (bpy.types.NlaStrip attribute), 585
- action_frame_start (bpy.types.NlaStrip attribute), 585
- action_influence (bpy.types.AnimData attribute), 155
- action_sync_length() (in module bpy.ops.nla), 58
- ActionActuator (class in bpy.types), 143
- actionclip_add() (in module bpy.ops.nla), 58
- ActionConstraint (class in bpy.types), 144
- ActionFCurves (class in bpy.types), 145
- ActionGroup (class in bpy.types), 146
- ActionGroup.channels (in module bpy.types), 146
- ActionGroups (class in bpy.types), 148
- ActionPoseMarkers (class in bpy.types), 149
- actionzone() (in module bpy.ops.screen), 93
- activate() (bge.types.KX_PolygonMaterial method), 1090
- activate() (bge.types.SCA_PythonController method), 1110
- active (bge.types.BL_ArmatureConstraint attribute), 1120
- active (bpy.types.ArmatureBones attribute), 169
- active (bpy.types.ArmatureEditBones attribute), 170
- active (bpy.types.BoneGroups attribute), 199
- active (bpy.types.Constraint attribute), 292
- active (bpy.types.CurveSplines attribute), 315
- active (bpy.types.FCurveModifiers attribute), 356
- active (bpy.types.FModifier attribute), 358
- active (bpy.types.GPencilLayer attribute), 385
- active (bpy.types.KeyConfigurations attribute), 436
- active (bpy.types.KeyingSetPaths attribute), 455
- active (bpy.types.KeyingSets attribute), 456
- active (bpy.types.KeyingSetsAll attribute), 457
- active (bpy.types.KeyMapItem attribute), 439
- active (bpy.types.MeshColorLayer attribute), 537
- active (bpy.types.MeshFaces attribute), 543
- active (bpy.types.MeshTextureFaceLayer attribute), 551
- active (bpy.types.ObjectConstraints attribute), 611
- active (bpy.types.PoseBoneConstraints attribute), 675
- active (bpy.types.RenderLayers attribute), 696
- active (bpy.types.SceneBases attribute), 717
- active (bpy.types.SceneObjects attribute), 722
- active (bpy.types.ThemeBoneColorSet attribute), 876
- active (bpy.types.UILayout attribute), 926
- active (bpy.types.UVTextures attribute), 951
- active (bpy.types.VertexColors attribute), 973
- active() (bpy.types.KeyMap method), 438
- active_blacklisted_slave_index (bpy.types.NetRenderSettings attribute), 581
- active_boid_rule_index (bpy.types.BoidState attribute), 193
- active_boid_state_index (bpy.types.BoidSettings attribute), 190
- active_camera (bge.types.KX_Scene attribute), 1096
- active_channels_group (bpy.types.ThemeDopeSheet attribute), 878
- active_channels_group (bpy.types.ThemeGraphEditor attribute), 884
- active_clone (bpy.types.MeshTextureFaceLayer attribute), 552

- active_dupliweight_index (bpy.types.ParticleSettings attribute), 637
- active_file (bpy.types.ThemeFileBrowser attribute), 881
- active_file_text (bpy.types.ThemeFileBrowser attribute), 881
- active_frame_delete() (in module bpy.ops.gpencil), 30
- active_index (bpy.types.BoneGroups attribute), 199
- active_index (bpy.types.KeyingSetPaths attribute), 455
- active_index (bpy.types.KeyingSets attribute), 456
- active_index (bpy.types.KeyingSetsAll attribute), 457
- active_index (bpy.types.ParticleSystems attribute), 653
- active_index (bpy.types.PointCaches attribute), 661
- active_index (bpy.types.RenderLayers attribute), 696
- active_index (bpy.types.UVTextures attribute), 951
- active_index (bpy.types.VertexColors attribute), 973
- active_index (bpy.types.VertexGroups attribute), 976
- active_job_index (bpy.types.NetRenderSettings attribute), 581
- active_keyconfig (bpy.types.UserPreferencesInput attribute), 961
- active_material (bpy.types.Object attribute), 597
- active_material_index (bpy.types.Object attribute), 597
- active_node_material (bpy.types.Material attribute), 505
- active_particle_target_index (bpy.types.ParticleSystem attribute), 648
- active_render (bpy.types.MeshColorLayer attribute), 537
- active_render (bpy.types.MeshTextureFaceLayer attribute), 552
- active_section (bpy.types.UserPreferences attribute), 954
- active_shape_key_index (bpy.types.Object attribute), 597
- active_slave_index (bpy.types.NetRenderSettings attribute), 581
- active_strip (bpy.types.SequenceEditor attribute), 741
- active_textbox (bpy.types.TextCurve attribute), 845
- active_texture (bpy.types.Lamp attribute), 460
- active_texture (bpy.types.Material attribute), 505
- active_texture (bpy.types.World attribute), 993
- active_texture_index (bpy.types.Lamp attribute), 460
- active_texture_index (bpy.types.Material attribute), 505
- active_texture_index (bpy.types.World attribute), 993
- activity_culling (bge.types.KX_Scene attribute), 1096
- activity_culling_box_radius (bpy.types.SceneGameData attribute), 718
- activity_culling_radius (bge.types.KX_Scene attribute), 1096
- actuator (bge.types.SCA_ActuatorSensor attribute), 1105
- actuator (bpy.types.ActuatorSensor attribute), 151
- Actuator (class in bpy.types), 150
- actuator_add() (in module bpy.ops.logic), 41
- actuator_move() (in module bpy.ops.logic), 42
- actuator_remove() (in module bpy.ops.logic), 42
- actuators (bge.types.KX_GameObject attribute), 1068
- actuators (bge.types.SCA_IController attribute), 1057
- ActuatorSensor (class in bpy.types), 151
- adapt_to_speed (bpy.types.WorldLighting attribute), 995
- adaptation (bpy.types.CompositorNodeTonemap attribute), 283
- adaptive_angle (bpy.types.ParticleSettings attribute), 637
- adaptive_pixel (bpy.types.ParticleSettings attribute), 637
- add (bpy.types.MaterialHalo attribute), 512
- add() (bpy.types.FCurveKeyframePoints method), 355
- add() (bpy.types.KeyingSetPaths method), 455
- add() (bpy.types.LampTextureSlots class method), 466
- add() (bpy.types.MaterialTextureSlots class method), 527
- add() (bpy.types.MeshEdges method), 541
- add() (bpy.types.MeshFaces method), 543
- add() (bpy.types.MeshVertices method), 554
- add() (bpy.types.SplineBezierPoints method), 821
- add() (bpy.types.SplinePoints method), 824
- add() (bpy.types.WorldTextureSlots class method), 1001
- add() (in module bpy.ops.brush), 13
- add() (in module bpy.ops.marker), 43
- add() (in module bpy.ops.object), 63
- add() (in module bpy.ops.ptcache), 90
- add_file() (in module bpy.ops.node), 60
- add_named() (in module bpy.ops.object), 63
- add_named_cursor() (in module bpy.ops.object), 63
- addObject() (bge.types.KX_Scene method), 1097
- Addon (class in bpy.types), 152
- addon_check() (in module bpy.utils), 1007
- addon_disable() (in module bpy.ops.wm), 131
- addon_disable() (in module bpy.utils), 1007
- addon_enable() (in module bpy.ops.wm), 131
- addon_enable() (in module bpy.utils), 1007
- addon_expand() (in module bpy.ops.wm), 131
- addon_install() (in module bpy.ops.wm), 132
- addon_reset_all() (in module bpy.utils), 1008
- Addons (class in bpy.types), 153
- addScene() (in module bge.logic), 1129
- addWheel() (bge.types.KX_VehicleWrapper method), 1099
- aero (bpy.types.SoftBodySettings attribute), 781
- aerodynamics_type (bpy.types.SoftBodySettings attribute), 781
- aggression (bpy.types.BoidSettings attribute), 190
- air_acc_max (bpy.types.BoidSettings attribute), 190
- air_ave_max (bpy.types.BoidSettings attribute), 191
- air_damping (bpy.types.ClothSettings attribute), 221
- air_personal_space (bpy.types.BoidSettings attribute), 191
- air_speed_max (bpy.types.BoidSettings attribute), 191
- air_speed_min (bpy.types.BoidSettings attribute), 191
- AKEY (in module bge.events), 1145
- align (bpy.types.SpaceProperties attribute), 804
- align (bpy.types.TextCurve attribute), 845
- align() (in module bpy.ops.armature), 10
- align() (in module bpy.ops.object), 63
- align() (in module bpy.ops.uv), 121

- align_orientation() (bpy.types.EditBone method), 335
- align_roll() (bpy.types.EditBone method), 335
- alignAxisToVect() (bge.types.KX_GameObject method), 1069
- alignment (bpy.types.UILayout attribute), 926
- alive_state (bpy.types.Particle attribute), 627
- all (bpy.types.EffectorWeights attribute), 340
- alliance (bpy.types.ParticleTarget attribute), 654
- alpha (bpy.types.CompositorNodeMapUV attribute), 267
- alpha (bpy.types.GPencilLayer attribute), 385
- alpha (bpy.types.Material attribute), 505
- alpha (bpy.types.SmokeDomainSettings attribute), 775
- alpha_factor (bpy.types.MaterialTextureSlot attribute), 522
- alpha_influence (bpy.types.ParticleFluidSettings attribute), 632
- alpha_mode (bpy.types.RenderSettings attribute), 699
- alt (bpy.types.KeyMapItem attribute), 439
- AlwaysSensor (class in bpy.types), 154
- ambient (bpy.types.Material attribute), 505
- ambient_color (bpy.types.World attribute), 993
- ambient_factor (bpy.types.MaterialTextureSlot attribute), 522
- amplify (bpy.types.SmokeDomainSettings attribute), 775
- amplitude (bpy.types.FModifierFunctionGenerator attribute), 362
- AndController (class in bpy.types), 154
- angle (bge.types.KX_RadarSensor attribute), 1092
- angle (bpy.types.BrushTextureSlot attribute), 207
- angle (bpy.types.Camera attribute), 209
- angle (bpy.types.CompositorNodeDBLur attribute), 251
- angle (bpy.types.CompositorNodeDefocus attribute), 252
- angle (bpy.types.RadarSensor attribute), 683
- angle (bpy.types.ScrewModifier attribute), 731
- angle (bpy.types.WipeSequence attribute), 989
- angle (mathutils.Quaternion attribute), 1021
- angle_limit (bpy.types.BevelModifier attribute), 176
- angle_max (bpy.types.ConstraintActuator attribute), 294
- angle_min (bpy.types.ConstraintActuator attribute), 294
- angle_offset (bpy.types.CompositorNodeGlare attribute), 259
- angular_velocity (bpy.types.EditObjectActuator attribute), 336
- angular_velocity (bpy.types.ObjectActuator attribute), 607
- angular_velocity (bpy.types.Particle attribute), 627
- angular_velocity (bpy.types.ParticleKey attribute), 636
- angular_velocity_factor (bpy.types.ParticleSettings attribute), 638
- angular_velocity_mode (bpy.types.ParticleSettings attribute), 638
- angularVelocity (bge.types.KX_SCA_AddObjectActuator attribute), 1093
- angV (bge.types.KX_ObjectActuator attribute), 1083
- animation_cancel() (in module bpy.ops.screen), 93
- animation_data_clear() (bpy.types.ID method), 409
- animation_data_create() (bpy.types.ID method), 409
- animation_offset_end (bpy.types.ImageSequence attribute), 420
- animation_offset_end (bpy.types.MetaSequence attribute), 561
- animation_offset_end (bpy.types.MovieSequence attribute), 569
- animation_offset_end (bpy.types.MulticamSequence attribute), 572
- animation_offset_end (bpy.types.SceneSequence attribute), 726
- animation_offset_end (bpy.types.SoundSequence attribute), 789
- animation_offset_start (bpy.types.ImageSequence attribute), 420
- animation_offset_start (bpy.types.MetaSequence attribute), 561
- animation_offset_start (bpy.types.MovieSequence attribute), 569
- animation_offset_start (bpy.types.MulticamSequence attribute), 572
- animation_offset_start (bpy.types.SceneSequence attribute), 726
- animation_offset_start (bpy.types.SoundSequence attribute), 789
- animation_play() (in module bpy.ops.screen), 93
- animation_player (bpy.types.UserPreferencesFilePaths attribute), 959
- animation_player_preset (bpy.types.UserPreferencesFilePaths attribute), 959
- animation_step() (in module bpy.ops.screen), 93
- AnimData (class in bpy.types), 155
- AnimData.drivers (in module bpy.types), 155
- AnimData.nla_tracks (in module bpy.types), 156
- AnimViz (class in bpy.types), 157
- AnimViz.motion_path (in module bpy.types), 157
- AnimViz.onion_skin_frames (in module bpy.types), 157
- AnimVizMotionPaths (class in bpy.types), 157
- AnimVizOnionSkinning (class in bpy.types), 159
- antialiasing_samples (bpy.types.RenderSettings attribute), 699
- any (bpy.types.KeyMapItem attribute), 439
- AnyType (class in bpy.types), 160
- ao_blend_type (bpy.types.WorldLighting attribute), 995
- ao_factor (bpy.types.WorldLighting attribute), 995
- append() (bge.types.CListValue method), 1063
- append() (bpy.types.Header class method), 405
- append() (bpy.types.IDMaterials method), 410
- append() (bpy.types.InputKeyMapPanel class method), 428
- append() (bpy.types.Menu class method), 531
- append() (bpy.types.Panel class method), 625

- apply_effector_to_children (bpy.types.ParticleSettings attribute), 638
- apply_guide_to_children (bpy.types.ParticleSettings attribute), 638
- apply_scale() (in module bpy.ops.nla), 58
- apply_to_children (bpy.types.FCurveActuator attribute), 354
- apply_to_children (bpy.types.VisibilityActuator attribute), 978
- apply_to_hair_growing (bpy.types.EffectorWeights attribute), 340
- apply_to_location (bpy.types.FieldSettings attribute), 369
- apply_to_rotation (bpy.types.FieldSettings attribute), 369
- applyBraking() (bge.types.KX_VehicleWrapper method), 1099
- applyEngineForce() (bge.types.KX_VehicleWrapper method), 1100
- applyForce() (bge.types.KX_GameObject method), 1070
- applyImpulse() (bge.types.KX_GameObject method), 1072
- applyMovement() (bge.types.KX_GameObject method), 1070
- applyRotation() (bge.types.KX_GameObject method), 1070
- applyTorque() (bge.types.KX_GameObject method), 1070
- Area (class in bpy.types), 161
- Area.active_space (in module bpy.types), 161
- Area.regions (in module bpy.types), 162
- Area.spaces (in module bpy.types), 162
- area_dupli() (in module bpy.ops.screen), 93
- area_join() (in module bpy.ops.screen), 93
- area_move() (in module bpy.ops.screen), 93
- area_split() (in module bpy.ops.screen), 94
- area_swap() (in module bpy.ops.screen), 94
- AreaLamp (class in bpy.types), 163
- arm_head (bge.types.BL_ArmatureBone attribute), 1125
- arm_mat (bge.types.BL_ArmatureBone attribute), 1126
- arm_tail (bge.types.BL_ArmatureBone attribute), 1125
- armature (bpy.types.MaskModifier attribute), 504
- Armature (class in bpy.types), 165
- Armature.animation_data (in module bpy.types), 165
- Armature.bones (in module bpy.types), 165
- Armature.edit_bones (in module bpy.types), 165
- armature_add() (in module bpy.ops.object), 64
- armature_apply() (in module bpy.ops.pose), 86
- armature_layers() (in module bpy.ops.armature), 10
- armature_layers() (in module bpy.ops.pose), 86
- ArmatureActuator (class in bpy.types), 168
- ArmatureBones (class in bpy.types), 169
- ArmatureEditBones (class in bpy.types), 170
- ArmatureModifier (class in bpy.types), 171
- ArmatureSensor (class in bpy.types), 172
- array_index (bpy.types.FCurve attribute), 352
- array_index (bpy.types.KeyingSetPath attribute), 453
- ArrayModifier (class in bpy.types), 173
- as_keywords() (bpy.types.Operator method), 616
- as_pointer() (bpy.types.bpy_struct method), 1005
- as_string() (bpy.types.Text static method), 842
- aspect() (in module blf), 1044
- aspect_x (bpy.types.UVProjectModifier attribute), 949
- aspect_y (bpy.types.UVProjectModifier attribute), 949
- assign() (bpy.types.VertexGroups method), 976
- asymmetry (bpy.types.MaterialVolume attribute), 528
- atmosphere_distance_factor (bpy.types.LampSkySettings attribute), 462
- atmosphere_extinction (bpy.types.LampSkySettings attribute), 462
- atmosphere_inscattering (bpy.types.LampSkySettings attribute), 462
- atmosphere_turbidity (bpy.types.LampSkySettings attribute), 462
- attenuation (aud.Handle attribute), 1053
- attenuation (bpy.types.SoundSequence attribute), 790
- attraction_radius (bpy.types.ControlFluidSettings attribute), 299
- attraction_strength (bpy.types.ControlFluidSettings attribute), 300
- attrDict (bge.types.KX_GameObject attribute), 1068
- aud (module), 1047
- AUD_DEVICE_JACK (in module aud), 1047
- AUD_DEVICE_NULL (in module aud), 1047
- AUD_DEVICE_OPENAL (in module aud), 1047
- AUD_DEVICE_SDL (in module aud), 1047
- AUD_DISTANCE_MODEL_EXPONENT (in module aud), 1047
- AUD_DISTANCE_MODEL_EXPONENT_CLAMPED (in module aud), 1047
- AUD_DISTANCE_MODEL_INVALID (in module aud), 1047
- AUD_DISTANCE_MODEL_INVERSE (in module aud), 1047
- AUD_DISTANCE_MODEL_INVERSE_CLAMPED (in module aud), 1047
- AUD_DISTANCE_MODEL_LINEAR (in module aud), 1047
- AUD_DISTANCE_MODEL_LINEAR_CLAMPED (in module aud), 1047
- AUD_FORMAT_FLOAT32 (in module aud), 1047
- AUD_FORMAT_FLOAT64 (in module aud), 1047
- AUD_FORMAT_INVALID (in module aud), 1047
- AUD_FORMAT_S16 (in module aud), 1047
- AUD_FORMAT_S24 (in module aud), 1047
- AUD_FORMAT_S32 (in module aud), 1047
- AUD_FORMAT_U8 (in module aud), 1047
- AUD_STATUS_INVALID (in module aud), 1047
- AUD_STATUS_PAUSED (in module aud), 1047
- AUD_STATUS_PLAYING (in module aud), 1048

- audio_channels (bpy.types.UserPreferencesSystem attribute), 963
- audio_device (bpy.types.UserPreferencesSystem attribute), 963
- audio_distance_model (bpy.types.Scene attribute), 712
- audio_doppler_factor (bpy.types.Scene attribute), 712
- audio_doppler_speed (bpy.types.Scene attribute), 712
- audio_mixing_buffer (bpy.types.UserPreferencesSystem attribute), 963
- audio_sample_format (bpy.types.UserPreferencesSystem attribute), 963
- audio_sample_rate (bpy.types.UserPreferencesSystem attribute), 963
- audio_strip (bpy.types.ThemeSequenceEditor attribute), 898
- author (bpy.types.UserPreferencesSystem attribute), 963
- auto_keying_mode (bpy.types.ToolSettings attribute), 915
- auto_keying_mode (bpy.types.UserPreferencesEdit attribute), 955
- auto_save_time (bpy.types.UserPreferencesFilePaths attribute), 959
- auto_smooth_angle (bpy.types.Mesh attribute), 531
- auto_smooth_factor (bpy.types.Brush attribute), 202
- auto_snap (bpy.types.SpaceDopeSheetEditor attribute), 793
- auto_snap (bpy.types.SpaceGraphEditor attribute), 795
- auto_snap (bpy.types.SpaceNLA attribute), 801
- autocomplete() (in module bpy.ops.console), 14
- autodesk_3ds() (in module bpy.ops.export_scene), 22
- autodesk_3ds() (in module bpy.ops.import_scene), 39
- autoside_names() (in module bpy.ops.armature), 10
- autoside_names() (in module bpy.ops.pose), 86
- auxiliary_target (bpy.types.ShrinkwrapModifier attribute), 771
- average_islands_scale() (in module bpy.ops.uv), 121
- average_separation (bpy.types.WorldStarsSettings attribute), 998
- axis (bge.types.KX_RadarSensor attribute), 1092
- axis (bge.types.KX_RaySensor attribute), 1093
- axis (bge.types.SCA_JoystickSensor attribute), 1107
- axis (bpy.types.CameraActuator attribute), 212
- axis (bpy.types.CompositorNodeFlip attribute), 257
- axis (bpy.types.CompositorNodeSplitViewer attribute), 281
- axis (bpy.types.ParticleInstanceModifier attribute), 634
- axis (bpy.types.RadarSensor attribute), 683
- axis (bpy.types.RaySensor attribute), 687
- axis (bpy.types.ScrewModifier attribute), 731
- axis (mathutils.Quaternion attribute), 1021
- axis_direction (bpy.types.JoystickSensor attribute), 432
- axis_number (bpy.types.JoystickSensor attribute), 432
- axis_threshold (bpy.types.JoystickSensor attribute), 432
- axis_x (bpy.types.RigidBodyJointConstraint attribute), 708
- axis_y (bpy.types.RigidBodyJointConstraint attribute), 708
- axis_z (bpy.types.RigidBodyJointConstraint attribute), 708
- axisSingle (bge.types.SCA_JoystickSensor attribute), 1106
- axisValues (bge.types.SCA_JoystickSensor attribute), 1106
- ## B
- b (bge.types.KX_VertexProxy attribute), 1102
- b (mathutils.Color attribute), 1013
- back (bpy.types.MaterialSubsurfaceScattering attribute), 521
- back (bpy.types.ThemeAudioWindow attribute), 874
- back (bpy.types.ThemeConsole attribute), 877
- back (bpy.types.ThemeDopeSheet attribute), 878
- back (bpy.types.ThemeFileBrowser attribute), 881
- back (bpy.types.ThemeGraphEditor attribute), 884
- back (bpy.types.ThemeImageEditor attribute), 887
- back (bpy.types.ThemeInfo attribute), 888
- back (bpy.types.ThemeLogicEditor attribute), 890
- back (bpy.types.ThemeNLAEditor attribute), 891
- back (bpy.types.ThemeNodeEditor attribute), 893
- back (bpy.types.ThemeOutliner attribute), 895
- back (bpy.types.ThemeProperties attribute), 896
- back (bpy.types.ThemeSequenceEditor attribute), 898
- back (bpy.types.ThemeTextEditor attribute), 901
- back (bpy.types.ThemeTimeline attribute), 903
- back (bpy.types.ThemeUserPreferences attribute), 906
- back (bpy.types.ThemeView3D attribute), 907
- back_to_previous() (in module bpy.ops.screen), 94
- background (in module bpy.app), 1010
- background_image_add() (in module bpy.ops.view3d), 127
- background_image_remove() (in module bpy.ops.view3d), 127
- background_set (bpy.types.Scene attribute), 712
- BackgroundImage (class in bpy.types), 175
- BackgroundImage.image_user (in module bpy.types), 175
- backimage_move() (in module bpy.ops.node), 60
- backimage_zoom() (in module bpy.ops.node), 60
- backscattered_light (bpy.types.LampSkySettings attribute), 462
- BACKSLASHKEY (in module bge.events), 1147
- BACKSPACEKEY (in module bge.events), 1147
- bake() (in module bpy.ops.fluid), 27
- bake() (in module bpy.ops.graph), 31
- bake() (in module bpy.ops.nla), 58
- bake() (in module bpy.ops.ptcache), 90
- bake_aa_mode (bpy.types.RenderSettings attribute), 699

- bake_all() (in module bpy.ops.ptcache), 90
 bake_bias (bpy.types.RenderSettings attribute), 699
 bake_distance (bpy.types.RenderSettings attribute), 699
 bake_from_cache() (in module bpy.ops.ptcache), 90
 bake_image() (in module bpy.ops.object), 64
 bake_location (bpy.types.AnimVizMotionPaths attribute), 158
 bake_margin (bpy.types.RenderSettings attribute), 699
 bake_normal_space (bpy.types.RenderSettings attribute), 700
 bake_quad_split (bpy.types.RenderSettings attribute), 700
 bake_type (bpy.types.RenderSettings attribute), 700
 ball_damp (bpy.types.SoftBodySettings attribute), 781
 ball_size (bpy.types.SoftBodySettings attribute), 781
 ball_stiff (bpy.types.SoftBodySettings attribute), 781
 bank (bpy.types.BoidSettings attribute), 191
 banner() (in module bpy.ops.console), 14
 bars (bpy.types.ThemeNLAEditor attribute), 891
 bars_selected (bpy.types.ThemeNLAEditor attribute), 891
 BarycentricTransform() (in module mathutils.geometry), 1042
 bbone_in (bpy.types.Bone attribute), 194
 bbone_in (bpy.types.EditBone attribute), 332
 bbone_out (bpy.types.Bone attribute), 194
 bbone_out (bpy.types.EditBone attribute), 332
 bbone_segments (bge.types.BL_ArmatureBone attribute), 1125
 bbone_segments (bpy.types.Bone attribute), 194
 bbone_segments (bpy.types.EditBone attribute), 332
 beautify_fill() (in module bpy.ops.mesh), 45
 begin_result() (bpy.types.RenderEngine method), 691
 bend (bpy.types.SoftBodySettings attribute), 782
 bending_stiffness (bpy.types.ClothSettings attribute), 221
 bending_stiffness_max (bpy.types.ClothSettings attribute), 221
 beta (bpy.types.SmokeDomainSettings attribute), 775
 bevel_depth (bpy.types.Curve attribute), 308
 bevel_object (bpy.types.Curve attribute), 308
 bevel_resolution (bpy.types.Curve attribute), 308
 bevel_weight (bpy.types.MeshEdge attribute), 539
 bevel_weight (bpy.types.MeshVertex attribute), 553
 BevelModifier (class in bpy.types), 176
 BezierInterp() (in module mathutils.geometry), 1042
 BezierSplinePoint (class in bpy.types), 177
 bge.events (module), 1143
 bge.logic (module), 1126
 bge.render (module), 1140
 bge.types (module), 1055
 bias (bpy.types.WorldLighting attribute), 995
 billboard_align (bpy.types.ParticleSettings attribute), 638
 billboard_animation (bpy.types.ParticleSettings attribute), 638
 billboard_normal_uv (bpy.types.ParticleSystem attribute), 649
 billboard_object (bpy.types.ParticleSettings attribute), 638
 billboard_offset (bpy.types.ParticleSettings attribute), 638
 billboard_offset_split (bpy.types.ParticleSettings attribute), 638
 billboard_split_uv (bpy.types.ParticleSystem attribute), 649
 billboard_tilt (bpy.types.ParticleSettings attribute), 638
 billboard_tilt_random (bpy.types.ParticleSettings attribute), 638
 billboard_time_index_uv (bpy.types.ParticleSystem attribute), 649
 billboard_uv_split (bpy.types.ParticleSettings attribute), 638
 binary_path (in module bpy.app), 1010
 birth_time (bpy.types.Particle attribute), 627
 BKEY (in module bge.events), 1145
 BL_ActionActuator (class in bge.types), 1058
 BL_ArmatureActuator (class in bge.types), 1116
 BL_ArmatureActuator.KX_ACT_ARMATURE_DISABLE (in module bge.types), 1117
 BL_ArmatureActuator.KX_ACT_ARMATURE_ENABLE (in module bge.types), 1116
 BL_ArmatureActuator.KX_ACT_ARMATURE_RUN (in module bge.types), 1116
 BL_ArmatureActuator.KX_ACT_ARMATURE_SETTARGET (in module bge.types), 1117
 BL_ArmatureActuator.KX_ACT_ARMATURE_SETWEIGHT (in module bge.types), 1117
 BL_ArmatureBone (class in bge.types), 1125
 BL_ArmatureChannel (class in bge.types), 1121
 BL_ArmatureChannel.PCHAN_ROT_QUAT (in module bge.types), 1121
 BL_ArmatureChannel.PCHAN_ROT_XYZ (in module bge.types), 1121
 BL_ArmatureChannel.PCHAN_ROT_XZY (in module bge.types), 1121
 BL_ArmatureChannel.PCHAN_ROT_YXZ (in module bge.types), 1121
 BL_ArmatureChannel.PCHAN_ROT_YZX (in module bge.types), 1121
 BL_ArmatureChannel.PCHAN_ROT_ZXY (in module bge.types), 1121
 BL_ArmatureChannel.PCHAN_ROT_ZYX (in module bge.types), 1121
 BL_ArmatureConstraint (class in bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_IK_COPYPOSE (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_IK_DISTANCE (in module bge.types), 1119
 BL_ArmatureConstraint.CONSTRAINT_IK_FLAG_POS (in module bge.types), 1119

BL_ArmatureConstraint.CONSTRAINT_IK_FLAG_ROT (in module bge.logic), 1140
 (in module bge.types), 1119
 BL_ArmatureConstraint.CONSTRAINT_IK_FLAG_STRETCH (in module bge.logic), 1140
 (in module bge.types), 1119
 BL_ArmatureConstraint.CONSTRAINT_IK_FLAG_TIP (in module bge.logic), 1140
 (in module bge.types), 1119
 BL_ArmatureConstraint.CONSTRAINT_IK_MODE_INSIDE (in module bge.logic), 1140
 (in module bge.types), 1119
 BL_ArmatureConstraint.CONSTRAINT_IK_MODE_OUTSIDE (in module bge.logic), 1140
 (in module bge.types), 1119
 BL_ArmatureConstraint.CONSTRAINT_TYPE_CLAMP (in module bge.logic), 1118
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_DISTLIMIT (in module bge.logic), 1118
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_KINEMATIC (in module bge.logic), 1118
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_LOCKTRACK (in module bge.logic), 1118
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_LOCLIKE (in module bge.logic), 1118
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_MINMAX (in module bge.logic), 1140
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_ROTLIKE (in module bge.logic), 691
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_SIZELIKE (in module bge.logic), 1140
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_STRETCH (in module bge.logic), 1118
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_TRACKTO (in module bge.logic), 1118
 (in module bge.types), 1118
 BL_ArmatureConstraint.CONSTRAINT_TYPE_TRANSFORM (in module bge.logic), 1118
 (in module bge.types), 1118
 BL_ArmatureObject (class in bge.types), 1116
 bl_context (bpy.types.Panel attribute), 624
 bl_description (bpy.types.Macro attribute), 478
 bl_description (bpy.types.Operator attribute), 615
 BL_DST_ALPHA (in module bge.logic), 1140
 BL_DST_COLOR (in module bge.logic), 1140
 bl_idname (bpy.types.Header attribute), 405
 bl_idname (bpy.types.KeyingSetInfo attribute), 452
 bl_idname (bpy.types.Macro attribute), 478
 bl_idname (bpy.types.Menu attribute), 530
 bl_idname (bpy.types.Operator attribute), 615
 bl_idname (bpy.types.Panel attribute), 624
 bl_idname (bpy.types.RenderEngine attribute), 691
 bl_label (bpy.types.KeyingSetInfo attribute), 452
 bl_label (bpy.types.Macro attribute), 479
 bl_label (bpy.types.Menu attribute), 530
 bl_label (bpy.types.Operator attribute), 615
 bl_label (bpy.types.Panel attribute), 624
 bl_label (bpy.types.RenderEngine attribute), 691
 BL_ONE (in module bge.logic), 1140
 BL_ONE_MINUS_DST_ALPHA (in module bge.logic), 1140
 BL_ONE_MINUS_DST_COLOR (in module bge.logic), 1140
 BL_ONE_MINUS_SRC_ALPHA (in module bge.logic), 1140
 BL_ONE_MINUS_SRC_COLOR (in module bge.logic), 1140
 BL_Surface (bpy.types.KeyingSet attribute), 451
 bl_options (bpy.types.KeyingSetInfo attribute), 452
 bl_options (bpy.types.KeyingSetPath attribute), 453
 bl_options (bpy.types.Macro attribute), 479
 bl_options (bpy.types.Operator attribute), 615
 bl_options (bpy.types.Panel attribute), 624
 bl_region_type (bpy.types.Panel attribute), 624
 BL_Shader (class in bge.types), 1059
 BL_ShapeActionActuator (class in bge.types), 1062
 bl_space_type (bpy.types.Header attribute), 405
 bl_space_type (bpy.types.Panel attribute), 624
 BL_SRC_ALPHA (in module bge.logic), 1140
 BL_SRC_ALPHA_SATURATE (in module bge.logic), 1140
 bl_use_postprocess (bpy.types.RenderEngine attribute), 691
 bl_use_preview (bpy.types.RenderEngine attribute), 691
 BL_ZERO (in module bge.logic), 1140
 black_level (bpy.types.CurveMapping attribute), 313
 blend (bpy.types.Brush attribute), 202
 blend (bpy.types.ThemeWidgetStateColors attribute), 912
 blend_alpha (bpy.types.Sequence attribute), 736
 blend_distance (bpy.types.MaterialStrand attribute), 519
 blend_factor (bpy.types.WorldTextureSlot attribute), 999
 blend_from_shape() (in module bpy.ops.mesh), 45
 blend_in (bpy.types.NlaStrip attribute), 585
 blend_out (bpy.types.NlaStrip attribute), 585
 blend_paths() (in module bpy.utils), 1008
 blend_type (bpy.types.CompositorNodeMixRGB attribute), 270
 blend_type (bpy.types.FModifierNoise attribute), 366
 blend_type (bpy.types.MeshTextureFace attribute), 549
 blend_type (bpy.types.NlaStrip attribute), 585
 blend_type (bpy.types.Sequence attribute), 736
 blend_type (bpy.types.ShaderNodeMixRGB attribute), 754
 blend_type (bpy.types.TextureNodeMixRGB attribute), 862
 blend_type (bpy.types.TextureSlot attribute), 871
 BlendData (class in bpy.types), 179
 BlendData.actions (in module bpy.types), 179
 BlendData.armatures (in module bpy.types), 179
 BlendData.brushes (in module bpy.types), 179
 BlendData.cameras (in module bpy.types), 179
 BlendData.curves (in module bpy.types), 179

- BlendData.filepath (in module bpy.types), 179
- BlendData.fonts (in module bpy.types), 179
- BlendData.grease_pencil (in module bpy.types), 179
- BlendData.groups (in module bpy.types), 180
- BlendData.images (in module bpy.types), 180
- BlendData.is_dirty (in module bpy.types), 180
- BlendData.lamps (in module bpy.types), 180
- BlendData.lattices (in module bpy.types), 180
- BlendData.libraries (in module bpy.types), 180
- BlendData.materials (in module bpy.types), 180
- BlendData.meshes (in module bpy.types), 180
- BlendData.metaballs (in module bpy.types), 180
- BlendData.node_groups (in module bpy.types), 180
- BlendData.objects (in module bpy.types), 180
- BlendData.particles (in module bpy.types), 180
- BlendData.scenes (in module bpy.types), 180
- BlendData.screens (in module bpy.types), 181
- BlendData.scripts (in module bpy.types), 181
- BlendData.shape_keys (in module bpy.types), 181
- BlendData.sounds (in module bpy.types), 181
- BlendData.texts (in module bpy.types), 181
- BlendData.textures (in module bpy.types), 181
- BlendData.window_managers (in module bpy.types), 181
- BlendData.worlds (in module bpy.types), 181
- BlenderRNA (class in bpy.types), 183
- BlenderRNA.structs (in module bpy.types), 183
- blendIn (bge.types.BL_ActionActuator attribute), 1058
- blendIn (bge.types.BL_ShapeActionActuator attribute), 1062
- BlendTexture (class in bpy.types), 182
- BlendTexture.users_material (in module bpy.types), 182
- BlendTexture.users_object_modifier (in module bpy.types), 182
- blendTime (bge.types.BL_ActionActuator attribute), 1058
- blendTime (bge.types.BL_ShapeActionActuator attribute), 1063
- blf (module), 1044
- blur() (in module blf), 1045
- blur_max (bpy.types.CompositorNodeDefocus attribute), 252
- blur_radius (bpy.types.GlowSequence attribute), 399
- blur_width (bpy.types.WipeSequence attribute), 989
- bodies (bge.types.KX_NetworkMessageSensor attribute), 1082
- body (bge.types.KX_NetworkMessageActuator attribute), 1082
- body (bpy.types.ConsoleLine attribute), 291
- body (bpy.types.TextCurve attribute), 845
- body (bpy.types.TextLine attribute), 848
- body_message (bpy.types.MessageActuator attribute), 555
- body_property (bpy.types.MessageActuator attribute), 555
- body_type (bpy.types.MessageActuator attribute), 555
- boid (bpy.types.EffectorWeights attribute), 340
- BoidRule (class in bpy.types), 184
- BoidRule.type (in module bpy.types), 184
- BoidRuleAverageSpeed (class in bpy.types), 185
- BoidRuleAvoid (class in bpy.types), 186
- BoidRuleAvoidCollision (class in bpy.types), 187
- BoidRuleFight (class in bpy.types), 188
- BoidRuleFollowLeader (class in bpy.types), 188
- BoidRuleGoal (class in bpy.types), 189
- BoidSettings (class in bpy.types), 190
- BoidSettings.active_boid_state (in module bpy.types), 190
- BoidSettings.states (in module bpy.types), 192
- BoidState (class in bpy.types), 193
- BoidState.active_boid_rule (in module bpy.types), 193
- BoidState.rules (in module bpy.types), 193
- bokeh (bpy.types.CompositorNodeDefocus attribute), 252
- bone (bge.types.BL_ArmatureChannel attribute), 1121
- bone (bpy.types.ArmatureActuator attribute), 168
- bone (bpy.types.ArmatureSensor attribute), 172
- Bone (class in bpy.types), 194
- Bone.basename (in module bpy.types), 196
- Bone.center (in module bpy.types), 196
- Bone.children (in module bpy.types), 194, 196
- Bone.children_recursive (in module bpy.types), 196
- Bone.children_recursive_basename (in module bpy.types), 196
- Bone.parent (in module bpy.types), 195
- Bone.parent_recursive (in module bpy.types), 197
- Bone.use_connect (in module bpy.types), 196
- Bone.vector (in module bpy.types), 197
- Bone.x_axis (in module bpy.types), 197
- Bone.y_axis (in module bpy.types), 197
- Bone.z_axis (in module bpy.types), 197
- bone_group (bpy.types.PoseBone attribute), 669
- bone_group_index (bpy.types.PoseBone attribute), 670
- bone_layers() (in module bpy.ops.armature), 10
- bone_layers() (in module bpy.ops.pose), 86
- bone_mat (bge.types.BL_ArmatureBone attribute), 1126
- bone_pose (bpy.types.ThemeView3D attribute), 907
- bone_primitive_add() (in module bpy.ops.armature), 10
- bone_solid (bpy.types.ThemeView3D attribute), 907
- bone_target (bpy.types.DriverTarget attribute), 328
- BoneGroup (class in bpy.types), 198
- BoneGroup.colors (in module bpy.types), 198
- BoneGroups (class in bpy.types), 199
- bookmark_add() (in module bpy.ops.file), 25
- bookmark_toggle() (in module bpy.ops.file), 25
- BooleanModifier (class in bpy.types), 200
- BooleanProperty (class in bpy.types), 201
- BooleanProperty.array_length (in module bpy.types), 201
- BooleanProperty.default (in module bpy.types), 201

- BooleanProperty.default_array (in module bpy.types), 201
- BoolProperty() (in module bpy.props), 1010
- BoolVectorProperty() (in module bpy.props), 1011
- boost_factor (bpy.types.GlowSequence attribute), 399
- border_max_x (bpy.types.RenderSettings attribute), 700
- border_max_y (bpy.types.RenderSettings attribute), 700
- border_min_x (bpy.types.RenderSettings attribute), 700
- border_min_y (bpy.types.RenderSettings attribute), 700
- box() (bpy.types.UILayout method), 927
- boxInsideFrustum() (bge.types.KX_Camera method), 1114
- BoxPack2D() (in module mathutils.geometry), 1042
- bpy (module), 3
- bpy.app (module), 1010
- bpy.ops.action (module), 4
- bpy.ops.anim (module), 6
- bpy.ops.armature (module), 10
- bpy.ops.boid (module), 12
- bpy.ops.brush (module), 13
- bpy.ops.buttons (module), 14
- bpy.ops.cloth (module), 14
- bpy.ops.console (module), 14
- bpy.ops.constraint (module), 16
- bpy.ops.curve (module), 17
- bpy.ops.ed (module), 21
- bpy.ops.export (module), 21
- bpy.ops.export_scene (module), 22
- bpy.ops.export_shape (module), 24
- bpy.ops.file (module), 25
- bpy.ops.fluid (module), 27
- bpy.ops.font (module), 27
- bpy.ops.gpencil (module), 30
- bpy.ops.graph (module), 31
- bpy.ops.group (module), 34
- bpy.ops.help (module), 35
- bpy.ops.image (module), 35
- bpy.ops.import_anim (module), 39
- bpy.ops.import_scene (module), 39
- bpy.ops.import_shape (module), 40
- bpy.ops.info (module), 40
- bpy.ops.lamp (module), 41
- bpy.ops.lattice (module), 41
- bpy.ops.logic (module), 41
- bpy.ops.marker (module), 43
- bpy.ops.material (module), 44
- bpy.ops.mball (module), 44
- bpy.ops.mesh (module), 45
- bpy.ops.nla (module), 58
- bpy.ops.node (module), 60
- bpy.ops.object (module), 63
- bpy.ops.outliner (module), 79
- bpy.ops.paint (module), 81
- bpy.ops.particle (module), 84
- bpy.ops.pose (module), 86
- bpy.ops.poselib (module), 90
- bpy.ops.ptcache (module), 90
- bpy.ops.render (module), 91
- bpy.ops.scene (module), 93
- bpy.ops.screen (module), 93
- bpy.ops.script (module), 96
- bpy.ops.sculpt (module), 96
- bpy.ops.sequencer (module), 97
- bpy.ops.sketch (module), 103
- bpy.ops.sound (module), 104
- bpy.ops.surface (module), 105
- bpy.ops.text (module), 107
- bpy.ops.texture (module), 111
- bpy.ops.time (module), 112
- bpy.ops.transform (module), 112
- bpy.ops.ui (module), 121
- bpy.ops.uv (module), 121
- bpy.ops.view2d (module), 126
- bpy.ops.view3d (module), 127
- bpy.ops.wm (module), 131
- bpy.ops.world (module), 141
- bpy.path (module), 1009
- bpy.props (module), 1010
- bpy.types (module), 141, 143–146, 148–155, 157, 159–161, 163, 165, 168–173, 175–177, 179, 182–190, 193, 194, 198–202, 207–209, 212–215, 217, 218, 220, 221, 223, 225–229, 231, 232, 234–262, 264–283, 285–292, 294, 297–299, 301, 302, 304–307, 311–320, 322, 324, 327–332, 336, 338, 340, 342–345, 347, 349, 351, 354–362, 364–369, 373, 375, 376, 378–381, 383–385, 387–392, 395, 396, 398, 399, 401, 402, 404–411, 413, 414, 418, 420, 422, 425, 427–429, 431, 432, 434–437, 439, 442, 445, 447, 449, 451–453, 455–458, 460, 462, 464, 465, 467–472, 474, 475, 477, 478, 480–502, 504, 505, 512, 514, 515, 517–519, 521, 522, 527, 528, 530, 531, 536–539, 541, 543–549, 551, 553–559, 561, 563, 565–569, 572, 575, 576, 578, 579, 581, 584, 585, 587, 588, 590–593, 595–597, 607, 610–613, 615, 617–624, 626–630, 632–634, 636, 637, 648, 653–655, 657–659, 661, 662, 664, 665, 667–669, 675, 676, 678–684, 686–689, 691, 692, 696–699, 708, 710, 712, 716–718, 722, 723, 726, 729–731, 733, 734, 736, 739–750, 752–766, 768–771, 773–775, 777–781, 785, 787–789, 791–795, 797, 799–805, 807, 809, 810, 812, 813, 816, 818, 821, 823–825, 828–830, 832–834, 836, 837, 839, 841, 843–845, 848, 850, 852–872, 874, 876–878, 881, 882, 884, 887, 888, 890, 891, 893, 895, 896, 898, 900, 901, 903, 904, 906, 907, 911–915, 919–921, 923, 924,

- 926, 949–955, 959, 961, 963, 966, 969–979, 981, 982, 984, 986, 987, 989, 991, 992, 995, 997–999, 1001–1003
- bpy.utils (module), 1007
- bpy_struct (class in bpy.types), 1004
- branch_threshold (bpy.types.ParticleSettings attribute), 638
- breakdown() (in module bpy.ops.pose), 86
- brownian_factor (bpy.types.ParticleSettings attribute), 639
- browse_interactive() (in module bpy.ops.poselib), 90
- brush (bpy.types.Paint attribute), 623
- Brush (class in bpy.types), 202
- Brush.curve (in module bpy.types), 202
- Brush.texture_slot (in module bpy.types), 204
- brush_edit() (in module bpy.ops.particle), 84
- brush_radial_control() (in module bpy.ops.particle), 84
- brush_stroke() (in module bpy.ops.sculpt), 96
- BrushTextureSlot (class in bpy.types), 207
- buffer_paste() (in module bpy.ops.font), 27
- build_cflags (in module bpy.app), 1010
- build_cxxflags (in module bpy.app), 1010
- build_date (in module bpy.app), 1010
- build_linkflags (in module bpy.app), 1010
- build_platform (in module bpy.app), 1010
- build_revision (in module bpy.app), 1010
- build_system (in module bpy.app), 1010
- build_time (in module bpy.app), 1010
- build_type (in module bpy.app), 1010
- BuildModifier (class in bpy.types), 208
- bulge (bpy.types.StretchToConstraint attribute), 829
- buoyancy (bpy.types.SPFluidSettings attribute), 710
- button (bge.types.SCA_JoystickSensor attribute), 1107
- button (bpy.types.ThemeAudioWindow attribute), 874
- button (bpy.types.ThemeConsole attribute), 877
- button (bpy.types.ThemeDopeSheet attribute), 878
- button (bpy.types.ThemeFileBrowser attribute), 881
- button (bpy.types.ThemeGraphEditor attribute), 884
- button (bpy.types.ThemeImageEditor attribute), 887
- button (bpy.types.ThemeInfo attribute), 888
- button (bpy.types.ThemeLogicEditor attribute), 890
- button (bpy.types.ThemeNLAEditor attribute), 891
- button (bpy.types.ThemeNodeEditor attribute), 893
- button (bpy.types.ThemeOutliner attribute), 895
- button (bpy.types.ThemeProperties attribute), 896
- button (bpy.types.ThemeSequenceEditor attribute), 898
- button (bpy.types.ThemeTextEditor attribute), 901
- button (bpy.types.ThemeTimeline attribute), 903
- button (bpy.types.ThemeUserPreferences attribute), 906
- button (bpy.types.ThemeView3D attribute), 907
- button_number (bpy.types.JoystickSensor attribute), 432
- button_text (bpy.types.ThemeAudioWindow attribute), 874
- button_text (bpy.types.ThemeConsole attribute), 877
- button_text (bpy.types.ThemeDopeSheet attribute), 879
- button_text (bpy.types.ThemeFileBrowser attribute), 881
- button_text (bpy.types.ThemeGraphEditor attribute), 884
- button_text (bpy.types.ThemeImageEditor attribute), 887
- button_text (bpy.types.ThemeInfo attribute), 889
- button_text (bpy.types.ThemeLogicEditor attribute), 890
- button_text (bpy.types.ThemeNLAEditor attribute), 891
- button_text (bpy.types.ThemeNodeEditor attribute), 893
- button_text (bpy.types.ThemeOutliner attribute), 895
- button_text (bpy.types.ThemeProperties attribute), 896
- button_text (bpy.types.ThemeSequenceEditor attribute), 898
- button_text (bpy.types.ThemeTextEditor attribute), 901
- button_text (bpy.types.ThemeTimeline attribute), 903
- button_text (bpy.types.ThemeUserPreferences attribute), 906
- button_text (bpy.types.ThemeView3D attribute), 907
- button_title (bpy.types.ThemeAudioWindow attribute), 875
- button_title (bpy.types.ThemeConsole attribute), 877
- button_title (bpy.types.ThemeDopeSheet attribute), 879
- button_title (bpy.types.ThemeFileBrowser attribute), 881
- button_title (bpy.types.ThemeGraphEditor attribute), 884
- button_title (bpy.types.ThemeImageEditor attribute), 887
- button_title (bpy.types.ThemeInfo attribute), 889
- button_title (bpy.types.ThemeLogicEditor attribute), 890

- button_title (bpy.types.ThemeNLAEditor attribute), 891
 - button_title (bpy.types.ThemeNodeEditor attribute), 893
 - button_title (bpy.types.ThemeOutliner attribute), 895
 - button_title (bpy.types.ThemeProperties attribute), 897
 - button_title (bpy.types.ThemeSequenceEditor attribute), 898
 - button_title (bpy.types.ThemeTextEditor attribute), 901
 - button_title (bpy.types.ThemeTimeline attribute), 903
 - button_title (bpy.types.ThemeUserPreferences attribute), 906
 - button_title (bpy.types.ThemeView3D attribute), 907
 - bvh() (in module bpy.ops.import_anim), 39
- ## C
- cache_cloth (bpy.types.SpaceTimeline attribute), 809
 - cache_particles (bpy.types.SpaceTimeline attribute), 809
 - cache_resolution (bpy.types.MaterialVolume attribute), 528
 - cache_smoke (bpy.types.SpaceTimeline attribute), 809
 - cache_softbody (bpy.types.SpaceTimeline attribute), 809
 - calc_normals() (bpy.types.Mesh method), 535
 - calculate_roll() (in module bpy.ops.armature), 10
 - call_menu() (in module bpy.ops.wm), 132
 - CAM_POS (in module bge.logic), 1140
 - camera (bge.types.KX_SceneActuator attribute), 1097
 - camera (bpy.types.Scene attribute), 712
 - camera (bpy.types.SceneActuator attribute), 716
 - camera (bpy.types.SpaceView3D attribute), 813
 - camera (bpy.types.TimelineMarker attribute), 913
 - Camera (class in bpy.types), 209
 - Camera.animation_data (in module bpy.types), 209
 - camera_add() (in module bpy.ops.object), 64
 - camera_bind() (in module bpy.ops.marker), 43
 - camera_to_view() (in module bpy.ops.view3d), 127
 - camera_to_world (bge.types.KX_Camera attribute), 1113
 - CameraActuator (class in bpy.types), 212
 - cameras (bge.types.KX_Scene attribute), 1096
 - cancel() (in module bpy.ops.file), 25
 - cancel_stroke() (in module bpy.ops.sketch), 103
 - CAPSLOCKKEY (in module bge.events), 1146
 - case_set() (in module bpy.ops.font), 27
 - case_toggle() (in module bpy.ops.font), 27
 - cast_type (bpy.types.CastModifier attribute), 213
 - CastModifier (class in bpy.types), 213
 - center_x (bpy.types.CompositorNodeDBLur attribute), 251
 - center_y (bpy.types.CompositorNodeDBLur attribute), 251
 - chain_count (bpy.types.KinematicConstraint attribute), 458
 - chain_count (bpy.types.SplineIKConstraint attribute), 821
 - chance (bpy.types.RandomActuator attribute), 684
 - change_character() (in module bpy.ops.font), 27
 - change_frame() (in module bpy.ops.anim), 6
 - change_spacing() (in module bpy.ops.font), 28
 - channel (bpy.types.CompositorNodeColorSpill attribute), 243
 - channel (bpy.types.CompositorNodeLevels attribute), 265
 - channel (bpy.types.Sequence attribute), 736
 - channel_group (bpy.types.ThemeDopeSheet attribute), 879
 - channel_group (bpy.types.ThemeGraphEditor attribute), 884
 - channel_matrix (bge.types.BL_ArmatureChannel attribute), 1123
 - ChannelDriverVariables (class in bpy.types), 214
 - channelNames (bge.types.BL_ActionActuator attribute), 1058
 - channels (aud.Device attribute), 1048
 - channels (bge.types.BL_ArmatureObject attribute), 1116
 - channels (bpy.types.ThemeDopeSheet attribute), 879
 - channels_click() (in module bpy.ops.anim), 6
 - channels_click() (in module bpy.ops.nla), 58
 - channels_collapse() (in module bpy.ops.anim), 6
 - channels_delete() (in module bpy.ops.anim), 6
 - channels_editable_toggle() (in module bpy.ops.anim), 6
 - channels_expand() (in module bpy.ops.anim), 6
 - channels_fcurves_enable() (in module bpy.ops.anim), 6
 - channels_move() (in module bpy.ops.anim), 6
 - channels_region (bpy.types.ThemeGraphEditor attribute), 884
 - channels_select_all_toggle() (in module bpy.ops.anim), 7
 - channels_select_border() (in module bpy.ops.anim), 7
 - channels_selected (bpy.types.ThemeDopeSheet attribute), 879
 - channels_setting_disable() (in module bpy.ops.anim), 7
 - channels_setting_enable() (in module bpy.ops.anim), 7
 - channels_setting_toggle() (in module bpy.ops.anim), 7
 - channels_visibility_set() (in module bpy.ops.anim), 7
 - channels_visibility_toggle() (in module bpy.ops.anim), 7
 - charge (bpy.types.EffectorWeights attribute), 340
 - check() (bpy.types.Operator method), 615
 - checker_distance (bpy.types.ImageTexture attribute), 422
 - child (bpy.types.RigidBodyJointConstraint attribute), 708
 - child_length (bpy.types.ParticleSettings attribute), 639
 - child_length_threshold (bpy.types.ParticleSettings attribute), 639
 - child_nbr (bpy.types.ParticleSettings attribute), 639
 - child_radius (bpy.types.ParticleSettings attribute), 639
 - child_roundness (bpy.types.ParticleSettings attribute), 639
 - child_size (bpy.types.ParticleSettings attribute), 639
 - child_size_random (bpy.types.ParticleSettings attribute), 639
 - child_type (bpy.types.ParticleSettings attribute), 639
 - childof_clear_inverse() (in module bpy.ops.constraint), 16

- childof_set_inverse() (in module bpy.ops.constraint), 16
- ChildOfConstraint (class in bpy.types), 215
- ChildParticle (class in bpy.types), 217
- children (bge.types.BL_ArmatureBone attribute), 1126
- children (bge.types.KX_GameObject attribute), 1069
- childrenRecursive (bge.types.KX_GameObject attribute), 1069
- choke (bpy.types.SoftBodySettings attribute), 782
- chunks (bpy.types.NetRenderSettings attribute), 582
- cineon_black (bpy.types.RenderSettings attribute), 700
- cineon_gamma (bpy.types.RenderSettings attribute), 700
- cineon_white (bpy.types.RenderSettings attribute), 700
- circle_select() (in module bpy.ops.uv), 121
- CKEY (in module bge.events), 1145
- clamp (bpy.types.GlowSequence attribute), 399
- ClampToConstraint (class in bpy.types), 217
- clean() (in module bpy.ops.action), 4
- clean() (in module bpy.ops.graph), 31
- clean_name() (in module bpy.path), 1009
- clear() (bpy.types.KeyingSetPaths method), 455
- clear() (bpy.types.LampTextureSlots class method), 466
- clear() (bpy.types.MaterialTextureSlots class method), 527
- clear() (bpy.types.Text method), 842
- clear() (bpy.types.WorldTextureSlots class method), 1001
- clear() (in module bpy.ops.console), 14
- clear_scale() (in module bpy.ops.nla), 58
- click_extrude() (in module bpy.ops.armature), 10
- click_insert() (in module bpy.ops.graph), 31
- click_select() (in module bpy.ops.nla), 58
- clickselect() (in module bpy.ops.action), 4
- clickselect() (in module bpy.ops.graph), 31
- clip_border() (in module bpy.ops.view3d), 127
- clip_end (bpy.types.Camera attribute), 209
- clip_end (bpy.types.EnvironmentMap attribute), 344
- clip_end (bpy.types.SpaceView3D attribute), 813
- clip_max_x (bpy.types.CurveMapping attribute), 313
- clip_max_y (bpy.types.CurveMapping attribute), 313
- clip_min_x (bpy.types.CurveMapping attribute), 313
- clip_min_y (bpy.types.CurveMapping attribute), 313
- clip_start (bpy.types.Camera attribute), 210
- clip_start (bpy.types.EnvironmentMap attribute), 344
- clip_start (bpy.types.SpaceView3D attribute), 813
- clipboard (bpy.types.WindowManager attribute), 987
- CLIPPING (in module blf), 1044
- clipping() (in module blf), 1045
- CListValue (class in bge.types), 1063
- clone_alpha (bpy.types.Brush attribute), 202
- clone_cursor_set() (in module bpy.ops.paint), 81
- clone_image (bpy.types.Brush attribute), 202
- clone_offset (bpy.types.Brush attribute), 202
- ClosestPointOnLine() (in module mathutils.geometry), 1042
- ClothCollisionSettings (class in bpy.types), 218
- ClothModifier (class in bpy.types), 220
- ClothModifier.collision_settings (in module bpy.types), 220
- ClothModifier.point_cache (in module bpy.types), 220
- ClothModifier.settings (in module bpy.types), 220
- ClothSettings (class in bpy.types), 221
- ClothSettings.effector_weights (in module bpy.types), 221
- cloud_type (bpy.types.CloudsTexture attribute), 223
- CloudsTexture (class in bpy.types), 223
- CloudsTexture.users_material (in module bpy.types), 224
- CloudsTexture.users_object_modifier (in module bpy.types), 224
- clump_factor (bpy.types.ParticleSettings attribute), 639
- clump_shape (bpy.types.ParticleSettings attribute), 639
- cluster_iterations (bpy.types.GameSoftBodySettings attribute), 396
- co (bpy.types.BezierSplinePoint attribute), 177
- co (bpy.types.FCurveSample attribute), 357
- co (bpy.types.GPencilStrokePoint attribute), 388
- co (bpy.types.Keyframe attribute), 449
- co (bpy.types.MeshSticky attribute), 547
- co (bpy.types.MeshVertex attribute), 553
- co (bpy.types.MetaElement attribute), 559
- co (bpy.types.MotionPathVert attribute), 567
- co (bpy.types.ParticleHairKey attribute), 633
- co (bpy.types.ShapeKeyBezierPoint attribute), 768
- co (bpy.types.ShapeKeyCurvePoint attribute), 768
- co (bpy.types.ShapeKeyPoint attribute), 769
- co (bpy.types.SplinePoint attribute), 823
- co_deform (bpy.types.LatticePoint attribute), 469
- co_hair_space (bpy.types.ParticleHairKey attribute), 634
- coefficients (bpy.types.FModifierGenerator attribute), 364
- col_size (mathutils.Matrix attribute), 1019
- CollectionProperty (class in bpy.types), 225
- CollectionProperty() (in module bpy.props), 1011
- CollectionProperty.fixed_type (in module bpy.types), 225
- collide (bge.types.KX_PolyProxy attribute), 1085
- collider_friction (bpy.types.ClothSettings attribute), 221
- collision_bounds_type (bpy.types.GameObjectSettings attribute), 392
- collision_extents (bpy.types.SmokeDomainSettings attribute), 775
- collision_group (bpy.types.SmokeDomainSettings attribute), 775
- collision_margin (bpy.types.GameObjectSettings attribute), 392
- collision_margin (bpy.types.GameSoftBodySettings attribute), 396
- collision_quality (bpy.types.ClothCollisionSettings attribute), 218
- collision_type (bpy.types.SoftBodySettings attribute), 782
- CollisionModifier (class in bpy.types), 226

- CollisionModifier.settings (in module bpy.types), 226
- CollisionSensor (class in bpy.types), 227
- CollisionSettings (class in bpy.types), 228
- color (bge.types.KX_GameObject attribute), 1067
- color (bge.types.KX_LightObject attribute), 1077
- color (bge.types.KX_VertexProxy attribute), 1102
- color (bpy.types.Brush attribute), 202
- color (bpy.types.ColorRampElement attribute), 231
- color (bpy.types.ColorSequence attribute), 232
- color (bpy.types.FCurve attribute), 352
- color (bpy.types.GPencilLayer attribute), 385
- color (bpy.types.Lamp attribute), 461
- color (bpy.types.MaterialSubsurfaceScattering attribute), 521
- color (bpy.types.Object attribute), 597
- color (bpy.types.TextMarker attribute), 849
- color (bpy.types.TextureSlot attribute), 871
- Color (class in mathutils), 1013
- Color.copy() (in module mathutils), 1013
- color1 (bpy.types.MeshColor attribute), 536
- color2 (bpy.types.MeshColor attribute), 536
- color3 (bpy.types.MeshColor attribute), 536
- color4 (bpy.types.MeshColor attribute), 536
- color_factor (bpy.types.LampTextureSlot attribute), 464
- color_factor (bpy.types.MaterialSubsurfaceScattering attribute), 521
- color_hue (bpy.types.CompositorNodeColorMatte attribute), 242
- color_hue (bpy.types.CompositorNodeHueSat attribute), 261
- color_layer (bpy.types.ShaderNodeGeometry attribute), 748
- color_mode (bpy.types.FCurve attribute), 352
- color_mode (bpy.types.RenderSettings attribute), 700
- color_mode (bpy.types.VoronoiTexture attribute), 979
- color_modulation (bpy.types.CompositorNodeGlare attribute), 259
- color_multiply (bpy.types.EffectSequence attribute), 338
- color_multiply (bpy.types.ImageSequence attribute), 420
- color_multiply (bpy.types.MetaSequence attribute), 561
- color_multiply (bpy.types.MovieSequence attribute), 569
- color_multiply (bpy.types.MulticamSequence attribute), 572
- color_multiply (bpy.types.SceneSequence attribute), 727
- color_picker_type (bpy.types.UserPreferencesSystem attribute), 963
- color_random (bpy.types.WorldStarsSettings attribute), 998
- color_range (bpy.types.World attribute), 993
- color_saturation (bpy.types.CompositorNodeColorMatte attribute), 242
- color_saturation (bpy.types.CompositorNodeHueSat attribute), 261
- color_saturation (bpy.types.EffectSequence attribute), 338
- color_saturation (bpy.types.ImageSequence attribute), 420
- color_saturation (bpy.types.MetaSequence attribute), 561
- color_saturation (bpy.types.MovieSequence attribute), 569
- color_saturation (bpy.types.MulticamSequence attribute), 572
- color_saturation (bpy.types.SceneSequence attribute), 727
- color_set (bpy.types.BoneGroup attribute), 198
- color_source (bpy.types.PointDensity attribute), 662
- color_space (bpy.types.CompositorNodeChannelMatte attribute), 239
- color_value (bpy.types.CompositorNodeColorMatte attribute), 243
- color_value (bpy.types.CompositorNodeHueSat attribute), 261
- ColorRamp (class in bpy.types), 229
- ColorRamp.elements (in module bpy.types), 229
- ColorRampElement (class in bpy.types), 231
- ColorRampElements (class in bpy.types), 231
- colors_mirror() (in module bpy.ops.mesh), 45
- colors_rotate() (in module bpy.ops.mesh), 45
- ColorSequence (class in bpy.types), 232
- colour (bge.types.KX_LightObject attribute), 1077
- colour (bge.types.KX_VertexProxy attribute), 1102
- column() (bpy.types.UILayout method), 927
- column_flow() (bpy.types.UILayout method), 927
- COMMAKEY (in module bge.events), 1148
- comment() (in module bpy.ops.text), 107
- compare() (bpy.types.KeyMapItem method), 441
- CompositorNode (class in bpy.types), 234
- CompositorNode.type (in module bpy.types), 234
- CompositorNodeAlphaOver (class in bpy.types), 235
- CompositorNodeBilateralblur (class in bpy.types), 236
- CompositorNodeBlur (class in bpy.types), 237
- CompositorNodeBrightContrast (class in bpy.types), 238
- CompositorNodeChannelMatte (class in bpy.types), 239
- CompositorNodeChromaMatte (class in bpy.types), 240
- CompositorNodeColorBalance (class in bpy.types), 241
- CompositorNodeColorMatte (class in bpy.types), 242
- CompositorNodeColorSpill (class in bpy.types), 243
- CompositorNodeCombHSVA (class in bpy.types), 244
- CompositorNodeCombRGBA (class in bpy.types), 245
- CompositorNodeCombYCCA (class in bpy.types), 246
- CompositorNodeCombYUVA (class in bpy.types), 246
- CompositorNodeComposite (class in bpy.types), 247
- CompositorNodeCrop (class in bpy.types), 248
- CompositorNodeCurveRGB (class in bpy.types), 249
- CompositorNodeCurveRGB.mapping (in module bpy.types), 249
- CompositorNodeCurveVec (class in bpy.types), 250

- CompositorNodeCurveVec.mapping (in module bpy.types), 250
- CompositorNodeDBlur (class in bpy.types), 251
- CompositorNodeDefocus (class in bpy.types), 252
- CompositorNodeDiffMatte (class in bpy.types), 253
- CompositorNodeDilateErode (class in bpy.types), 254
- CompositorNodeDisplace (class in bpy.types), 255
- CompositorNodeDistanceMatte (class in bpy.types), 256
- CompositorNodeFilter (class in bpy.types), 256
- CompositorNodeFlip (class in bpy.types), 257
- CompositorNodeGamma (class in bpy.types), 258
- CompositorNodeGlare (class in bpy.types), 259
- CompositorNodeHueCorrect (class in bpy.types), 260
- CompositorNodeHueCorrect.mapping (in module bpy.types), 260
- CompositorNodeHueSat (class in bpy.types), 261
- CompositorNodeIDMask (class in bpy.types), 262
- CompositorNodeImage (class in bpy.types), 262
- CompositorNodeInvert (class in bpy.types), 264
- CompositorNodeLensdist (class in bpy.types), 264
- CompositorNodeLevels (class in bpy.types), 265
- CompositorNodeLumaMatte (class in bpy.types), 266
- CompositorNodeMapUV (class in bpy.types), 267
- CompositorNodeMapValue (class in bpy.types), 268
- CompositorNodeMath (class in bpy.types), 269
- CompositorNodeMixRGB (class in bpy.types), 270
- CompositorNodeNormal (class in bpy.types), 270
- CompositorNodeNormalize (class in bpy.types), 271
- CompositorNodeOutputFile (class in bpy.types), 272
- CompositorNodePremulKey (class in bpy.types), 273
- CompositorNodeRGB (class in bpy.types), 274
- CompositorNodeRGBToBW (class in bpy.types), 274
- CompositorNodeRLayers (class in bpy.types), 275
- CompositorNodeRotate (class in bpy.types), 276
- CompositorNodes (class in bpy.types), 290
- CompositorNodeScale (class in bpy.types), 277
- CompositorNodeSepHSVA (class in bpy.types), 277
- CompositorNodeSepRGBA (class in bpy.types), 278
- CompositorNodeSepYCCA (class in bpy.types), 279
- CompositorNodeSepYUVA (class in bpy.types), 279
- CompositorNodeSetAlpha (class in bpy.types), 280
- CompositorNodeSplitViewer (class in bpy.types), 281
- CompositorNodeTexture (class in bpy.types), 282
- CompositorNodeTime (class in bpy.types), 282
- CompositorNodeTime.curve (in module bpy.types), 282
- CompositorNodeTonemap (class in bpy.types), 283
- CompositorNodeTranslate (class in bpy.types), 285
- CompositorNodeTree (class in bpy.types), 285
- CompositorNodeTree.nodes (in module bpy.types), 285
- CompositorNodeValToRGB (class in bpy.types), 286
- CompositorNodeValToRGB.color_ramp (in module bpy.types), 286
- CompositorNodeValue (class in bpy.types), 287
- CompositorNodeVecBlur (class in bpy.types), 288
- CompositorNodeViewer (class in bpy.types), 289
- CompositorNodeZcombine (class in bpy.types), 289
- compound (bge.types.KX_ParentActuator attribute), 1084
- compressibility (bpy.types.DomainFluidSettings attribute), 322
- compression_threshold (bpy.types.SpotLamp attribute), 825
- cone_angle_inner (aud.Handle attribute), 1053
- cone_angle_outer (aud.Handle attribute), 1053
- cone_inner_angle_3d (bpy.types.SoundActuator attribute), 788
- cone_outer_angle_3d (bpy.types.SoundActuator attribute), 788
- cone_outer_gain_3d (bpy.types.SoundActuator attribute), 788
- cone_volume_outer (aud.Handle attribute), 1053
- coneOrigin (bge.types.KX_RadarSensor attribute), 1091
- coneTarget (bge.types.KX_RadarSensor attribute), 1092
- connect_hair() (in module bpy.ops.particle), 84
- connected (bge.types.BL_ArmatureBone attribute), 1125
- connected (bge.types.SCA_JoystickSensor attribute), 1107
- ConsoleLine (class in bpy.types), 291
- constant_offset_displace (bpy.types.ArrayModifier attribute), 173
- CONSTANT_TIMER (in module bge.logic), 1140
- constraint (bge.types.BL_ArmatureActuator attribute), 1117
- constraint (bge.types.KX_ArmatureSensor attribute), 1118
- constraint (bpy.types.ArmatureActuator attribute), 168
- constraint (bpy.types.ArmatureSensor attribute), 172
- Constraint (class in bpy.types), 292
- Constraint.error_location (in module bpy.types), 292
- Constraint.error_rotation (in module bpy.types), 292
- Constraint.is_valid (in module bpy.types), 293
- Constraint.type (in module bpy.types), 293
- constraint_add() (in module bpy.ops.object), 64
- constraint_add() (in module bpy.ops.pose), 87
- constraint_add_with_targets() (in module bpy.ops.object), 65
- constraint_add_with_targets() (in module bpy.ops.pose), 87
- ConstraintActuator (class in bpy.types), 294
- constraints (bge.types.BL_ArmatureObject attribute), 1116
- constraints_clear() (in module bpy.ops.object), 65
- constraints_clear() (in module bpy.ops.pose), 87
- constraints_copy() (in module bpy.ops.object), 65
- constraints_copy() (in module bpy.ops.pose), 87
- ConstraintTarget (class in bpy.types), 297
- context (bpy.types.SpaceProperties attribute), 805
- Context (class in bpy.types), 298

- Context.area (in module bpy.types), 298
- Context.blend_data (in module bpy.types), 298
- Context.mode (in module bpy.types), 298
- Context.region (in module bpy.types), 298
- Context.region_data (in module bpy.types), 298
- Context.scene (in module bpy.types), 298
- Context.screen (in module bpy.types), 298
- Context.space_data (in module bpy.types), 298
- Context.tool_settings (in module bpy.types), 298
- Context.user_preferences (in module bpy.types), 298
- Context.window (in module bpy.types), 298
- Context.window_manager (in module bpy.types), 298
- context_cycle_array() (in module bpy.ops.wm), 132
- context_cycle_enum() (in module bpy.ops.wm), 132
- context_cycle_int() (in module bpy.ops.wm), 132
- context_modal_mouse() (in module bpy.ops.wm), 132
- context_pointer_set() (bpy.types.UILayout method), 945
- context_scale_int() (in module bpy.ops.wm), 133
- context_set_boolean() (in module bpy.ops.wm), 133
- context_set_enum() (in module bpy.ops.wm), 133
- context_set_float() (in module bpy.ops.wm), 133
- context_set_id() (in module bpy.ops.wm), 133
- context_set_int() (in module bpy.ops.wm), 134
- context_set_string() (in module bpy.ops.wm), 134
- context_set_value() (in module bpy.ops.wm), 134
- context_toggle() (in module bpy.ops.wm), 134
- context_toggle_enum() (in module bpy.ops.wm), 134
- contrast (bpy.types.CompositorNodeTonemap attribute), 283
- contrast (bpy.types.Texture attribute), 850
- ControlFluidSettings (class in bpy.types), 299
- Controller (class in bpy.types), 301
- controller_add() (in module bpy.ops.logic), 42
- controller_move() (in module bpy.ops.logic), 42
- controller_remove() (in module bpy.ops.logic), 42
- controllers (bge.types.KX_GameObject attribute), 1068
- convert() (in module bpy.ops.gpencil), 30
- convert() (in module bpy.ops.object), 65
- convert() (in module bpy.ops.sketch), 103
- convert_whitespace() (in module bpy.ops.text), 107
- converter_node (bpy.types.ThemeNodeEditor attribute), 893
- copy() (bpy.types.Context static method), 298
- copy() (bpy.types.ID method), 409
- copy() (in module bpy.ops.action), 4
- copy() (in module bpy.ops.console), 15
- copy() (in module bpy.ops.graph), 31
- copy() (in module bpy.ops.material), 44
- copy() (in module bpy.ops.pose), 87
- copy() (in module bpy.ops.sequencer), 97
- copy() (in module bpy.ops.text), 107
- copy() (mathutils.Matrix method), 1017
- copy_data_path_button() (in module bpy.ops.ui), 121
- copy_driver_button() (in module bpy.ops.anim), 7
- copy_to_selected_button() (in module bpy.ops.ui), 121
- copy_to_user() (bpy.types.KeyMap method), 438
- CopyLocationConstraint (class in bpy.types), 302
- CopyRotationConstraint (class in bpy.types), 304
- CopyScaleConstraint (class in bpy.types), 305
- CopyTransformsConstraint (class in bpy.types), 306
- correction (bpy.types.CompositorNodeTonemap attribute), 283
- correction (bpy.types.WorldLighting attribute), 995
- correction_method (bpy.types.CompositorNodeColorBalance attribute), 241
- count (bpy.types.ArrayModifier attribute), 173
- count (bpy.types.ParticleBrush attribute), 628
- count (bpy.types.ParticleDupliWeight attribute), 630
- count (bpy.types.ParticleSettings attribute), 639
- count() (bge.types.CListValue method), 1063
- CPropValue (class in bge.types), 1055
- crease (bpy.types.MeshEdge attribute), 539
- crease_pinch_factor (bpy.types.Brush attribute), 202
- create() (bpy.types.LampTextureSlots class method), 466
- create() (bpy.types.MaterialTextureSlots class method), 527
- create() (bpy.types.WorldTextureSlots class method), 1001
- create() (in module bpy.ops.group), 34
- create_dupli_list() (bpy.types.Object method), 604
- create_mesh() (bpy.types.Object method), 604
- create_orientation() (in module bpy.ops.transform), 112
- crop_max_x (bpy.types.ImageTexture attribute), 422
- crop_max_y (bpy.types.ImageTexture attribute), 422
- crop_min_x (bpy.types.ImageTexture attribute), 423
- crop_min_y (bpy.types.ImageTexture attribute), 423
- cross() (mathutils.Quaternion method), 1020
- cross() (mathutils.Vector method), 1023
- crossfade_sounds() (in module bpy.ops.sequencer), 97
- ctrl (bpy.types.KeyMapItem attribute), 439
- cube_project() (in module bpy.ops.uv), 121
- current_character (bpy.types.ConsoleLine attribute), 291
- cursor (bpy.types.ThemeConsole attribute), 877
- cursor (bpy.types.ThemeTextEditor attribute), 901
- cursor3d() (in module bpy.ops.view3d), 128
- cursor_color_add (bpy.types.Brush attribute), 202
- cursor_color_subtract (bpy.types.Brush attribute), 202
- cursor_location (bpy.types.Scene attribute), 712
- cursor_location (bpy.types.SpaceUVEditor attribute), 810
- cursor_location (bpy.types.SpaceView3D attribute), 813
- cursor_position_y (bpy.types.SpaceGraphEditor attribute), 795
- cursor_set() (in module bpy.ops.graph), 31
- cursor_set() (in module bpy.ops.text), 107
- cursor_set() (in module bpy.ops.uv), 122
- curve (bpy.types.ArrayModifier attribute), 173
- Curve (class in bpy.types), 307
- Curve.animation_data (in module bpy.types), 307

Curve.materials (in module bpy.types), 308
 Curve.shape_keys (in module bpy.types), 309
 Curve.splines (in module bpy.types), 309
 curve_guide (bpy.types.EffectorWeights attribute), 341
 curve_preset() (in module bpy.ops.brush), 13
 CurveMap (class in bpy.types), 311
 CurveMap.extend (in module bpy.types), 311
 CurveMap.points (in module bpy.types), 311
 CurveMapping (class in bpy.types), 313
 CurveMapping.curves (in module bpy.types), 313
 CurveMapPoint (class in bpy.types), 312
 CurveMapPoint.handle_type (in module bpy.types), 312
 CurveMapPoint.location (in module bpy.types), 312
 CurveModifier (class in bpy.types), 314
 curves_point_set() (in module bpy.ops.image), 35
 CurveSplines (class in bpy.types), 315
 custom_color (bpy.types.ActionGroup attribute), 147
 custom_shape (bpy.types.PoseBone attribute), 670
 custom_shape_transform (bpy.types.PoseBone attribute), 670
 cut() (in module bpy.ops.sequencer), 97
 cut() (in module bpy.ops.text), 107
 cut_multicam() (in module bpy.ops.sequencer), 97
 CValue (class in bge.types), 1055
 cycle_render_slot() (in module bpy.ops.image), 35
 cycles_after (bpy.types.FModifierCycles attribute), 359
 cycles_before (bpy.types.FModifierCycles attribute), 360
 cyclic_toggle() (in module bpy.ops.curve), 17
 cylinder_project() (in module bpy.ops.uv), 122

D

damp (bge.types.KX_ConstraintActuator attribute), 1065
 DampedTrackConstraint (class in bpy.types), 316
 damping (bge.types.KX_ObjectActuator attribute), 1083
 damping (bpy.types.CollisionSettings attribute), 228
 damping (bpy.types.ConstraintActuator attribute), 294
 damping (bpy.types.GameObjectSettings attribute), 392
 damping (bpy.types.MaterialPhysics attribute), 514
 damping (bpy.types.ObjectActuator attribute), 607
 damping (bpy.types.ParticleSettings attribute), 639
 damping (bpy.types.SoftBodySettings attribute), 782
 damping_epsilon (bpy.types.Itasc attribute), 431
 damping_factor (bpy.types.CollisionSettings attribute), 228
 damping_max (bpy.types.Itasc attribute), 431
 damping_random (bpy.types.CollisionSettings attribute), 228
 damping_rotation (bpy.types.ConstraintActuator attribute), 294
 damping_time (bpy.types.WaveModifier attribute), 984
 darkness (bpy.types.Material attribute), 505
 data (bpy.types.Object attribute), 597
 data (in module bpy), 3
 data_add() (in module bpy.ops.gpencil), 30

data_operation() (in module bpy.ops.outliner), 79
 data_path (bpy.types.DriverTarget attribute), 328
 data_path (bpy.types.FCurve attribute), 352
 data_path (bpy.types.KeyingSetPath attribute), 453
 data_unlink() (in module bpy.ops.gpencil), 30
 dbvt_culling (bge.types.KX_Scene attribute), 1096
 de_select_first() (in module bpy.ops.curve), 17
 de_select_last() (in module bpy.ops.curve), 17
 deactivate() (bge.types.SCA_PythonController method), 1110
 debug (in module bpy.app), 1010
 debug_menu() (in module bpy.ops.wm), 134
 DecimateModifier (class in bpy.types), 317
 DecimateModifier.face_count (in module bpy.types), 317
 decompose() (mathutils.Matrix method), 1017
 default_key_count (bpy.types.ParticleEdit attribute), 630
 default_max (bpy.types.FModifierEnvelope attribute), 361
 default_min (bpy.types.FModifierEnvelope attribute), 361
 default_value (bpy.types.RGBANodeSocket attribute), 682
 default_value (bpy.types.TextureSlot attribute), 871
 default_value (bpy.types.ValueNodeSocket attribute), 970
 default_value (bpy.types.VectorNodeSocket attribute), 972
 define() (bpy.types.Macro method), 479
 deform_axis (bpy.types.CurveModifier attribute), 314
 deform_method (bpy.types.SimpleDeformModifier attribute), 773
 deinterlace_selected_movies() (in module bpy.ops.sequencer), 97
 delay (bge.types.SCA_DelaySensor attribute), 1105
 delay (bpy.types.DelaySensor attribute), 318
 DelaySensor (class in bpy.types), 318
 delete() (in module bpy.ops.action), 4
 delete() (in module bpy.ops.armature), 10
 delete() (in module bpy.ops.console), 15
 delete() (in module bpy.ops.constraint), 16
 delete() (in module bpy.ops.curve), 17
 delete() (in module bpy.ops.file), 25
 delete() (in module bpy.ops.font), 28
 delete() (in module bpy.ops.graph), 31
 delete() (in module bpy.ops.marker), 43
 delete() (in module bpy.ops.mesh), 45
 delete() (in module bpy.ops.nla), 58
 delete() (in module bpy.ops.node), 61
 delete() (in module bpy.ops.object), 65
 delete() (in module bpy.ops.particle), 84
 delete() (in module bpy.ops.scene), 93
 delete() (in module bpy.ops.screen), 94
 delete() (in module bpy.ops.sequencer), 97
 delete() (in module bpy.ops.sketch), 103
 delete() (in module bpy.ops.text), 107
 delete_bookmark() (in module bpy.ops.file), 25

- delete_edgeloop() (in module bpy.ops.mesh), 45
 delete_metaelems() (in module bpy.ops.mball), 44
 delete_orientation() (in module bpy.ops.transform), 112
 delete_tracks() (in module bpy.ops.nla), 58
 DELKEY (in module bge.events), 1148
 delSource() (bge.types.BL_Shader method), 1059
 delta_location (bpy.types.Object attribute), 597
 delta_rotation_euler (bpy.types.Object attribute), 598
 delta_rotation_quaternion (bpy.types.Object attribute), 598
 delta_scale (bpy.types.Object attribute), 598
 density (bpy.types.MaterialVolume attribute), 528
 density (bpy.types.SmokeFlowSettings attribute), 777
 density_factor (bpy.types.MaterialTextureSlot attribute), 522
 density_scale (bpy.types.MaterialVolume attribute), 528
 depth (bpy.types.EnvironmentMap attribute), 344
 depth (bpy.types.FModifierNoise attribute), 366
 depth (bpy.types.MaterialRaytraceMirror attribute), 515
 depth (bpy.types.MaterialRaytraceTransparency attribute), 517
 depth (bpy.types.SceneGameData attribute), 718
 depth (bpy.types.WorldMistSettings attribute), 997
 depth_max (bpy.types.MaterialRaytraceTransparency attribute), 517
 depth_threshold (bpy.types.MaterialVolume attribute), 528
 derivate_coefficient (bpy.types.ObjectActuator attribute), 607
 determinant() (mathutils.Matrix method), 1017
 Device (class in aud), 1048
 die_time (bpy.types.Particle attribute), 627
 diffuse (bge.types.KX_PolygonMaterial attribute), 1090
 diffuse_color (bpy.types.Material attribute), 505
 diffuse_color (bpy.types.UserSolidLight attribute), 969
 diffuse_color_factor (bpy.types.MaterialTextureSlot attribute), 522
 diffuse_factor (bpy.types.MaterialTextureSlot attribute), 522
 diffuse_fresnel (bpy.types.Material attribute), 506
 diffuse_fresnel_factor (bpy.types.Material attribute), 506
 diffuse_intensity (bpy.types.Material attribute), 506
 diffuse_ramp_blend (bpy.types.Material attribute), 506
 diffuse_ramp_factor (bpy.types.Material attribute), 506
 diffuse_ramp_input (bpy.types.Material attribute), 506
 diffuse_shader (bpy.types.Material attribute), 506
 diffuse_toon_size (bpy.types.Material attribute), 506
 diffuse_toon_smooth (bpy.types.Material attribute), 506
 dimension_max (bpy.types.MusgraveTexture attribute), 576
 dimensions (bpy.types.Curve attribute), 308
 dimensions (bpy.types.Object attribute), 598
 dimensions() (in module blf), 1045
 direction (bge.types.KX_ConstraintActuator attribute), 1065
 direction (bpy.types.Brush attribute), 202
 direction (bpy.types.ConstraintActuator attribute), 295
 direction (bpy.types.DisplaceModifier attribute), 319
 direction (bpy.types.UserSolidLight attribute), 970
 direction (bpy.types.WipeSequence attribute), 989
 direction_axis (bpy.types.ConstraintActuator attribute), 295
 directory (bpy.types.FileSelectParams attribute), 373
 directory (bpy.types.ImageSequence attribute), 420
 directory (bpy.types.SequenceProxy attribute), 743
 directory() (in module bpy.ops.file), 25
 directory_new() (in module bpy.ops.file), 25
 disable() (in module blf), 1045
 disableMist() (in module bge.render), 1142
 disableMotionBlur (bge.types.SCA_2DFilterActuator attribute), 1105
 disableMotionBlur() (in module bge.render), 1143
 disableRigidBody() (bge.types.KX_GameObject method), 1072
 disconnect_hair() (in module bpy.ops.particle), 84
 displacement_factor (bpy.types.MaterialTextureSlot attribute), 522
 DisplaceModifier (class in bpy.types), 319
 display_aspect (bpy.types.Image attribute), 414
 display_channel (bpy.types.SpaceSequenceEditor attribute), 805
 display_mode (bpy.types.RenderSettings attribute), 700
 display_mode (bpy.types.SpaceOutliner attribute), 803
 display_mode (bpy.types.SpaceSequenceEditor attribute), 806
 display_name() (in module bpy.path), 1009
 display_type (bpy.types.FileSelectParams attribute), 373
 dissolve_speed (bpy.types.SmokeDomainSettings attribute), 775
 distance (bge.types.KX_ConstraintActuator attribute), 1065
 distance (bge.types.KX_LightObject attribute), 1077
 distance (bge.types.KX_NearSensor attribute), 1081
 distance (bge.types.KX_RadarSensor attribute), 1092
 distance (bpy.types.BoidRuleFight attribute), 188
 distance (bpy.types.BoidRuleFollowLeader attribute), 188
 distance (bpy.types.CompositorNodeDBLur attribute), 251
 distance (bpy.types.CompositorNodeDilateErode attribute), 254
 distance (bpy.types.ConstraintActuator attribute), 295
 distance (bpy.types.KinematicConstraint attribute), 458
 distance (bpy.types.Lamp attribute), 461
 distance (bpy.types.LimitDistanceConstraint attribute), 471
 distance (bpy.types.MaterialPhysics attribute), 514

- distance (bpy.types.MaterialRaytraceMirror attribute), 515
- distance (bpy.types.NearSensor attribute), 580
- distance (bpy.types.RadarSensor attribute), 683
- distance (bpy.types.ShrinkwrapConstraint attribute), 770
- distance (bpy.types.WorldLighting attribute), 995
- distance_3d_max (bpy.types.SoundActuator attribute), 788
- distance_3d_reference (bpy.types.SoundActuator attribute), 788
- distance_max (bpy.types.FieldSettings attribute), 369
- distance_maximum (aud.Handle attribute), 1053
- distance_metric (bpy.types.VoronoiTexture attribute), 979
- distance_min (bpy.types.ClothCollisionSettings attribute), 219
- distance_min (bpy.types.FieldSettings attribute), 369
- distance_min (bpy.types.WorldStarsSettings attribute), 998
- distance_model (aud.Device attribute), 1048
- distance_reference (aud.Handle attribute), 1053
- DistortedNoiseTexture (class in bpy.types), 320
- DistortedNoiseTexture.users_material (in module bpy.types), 321
- DistortedNoiseTexture.users_object_modifier (in module bpy.types), 321
- distortion (bpy.types.DistortedNoiseTexture attribute), 320
- distribution (bge.types.SCA_RandomActuator attribute), 1110
- distribution (bpy.types.ParticleSettings attribute), 640
- distribution (bpy.types.RandomActuator attribute), 684
- dither_intensity (bpy.types.RenderSettings attribute), 700
- DKEY (in module bge.events), 1145
- dLoc (bge.types.KX_ObjectActuator attribute), 1083
- doc_edit() (in module bpy.ops.wm), 135
- doc_view() (in module bpy.ops.wm), 135
- dof_distance (bpy.types.Camera attribute), 210
- dof_object (bpy.types.Camera attribute), 210
- domain_object (bpy.types.VoxelData attribute), 981
- DomainFluidSettings (class in bpy.types), 322
- DomainFluidSettings.memory_estimate (in module bpy.types), 322
- dome_angle (bpy.types.SceneGameData attribute), 718
- dome_buffer_resolution (bpy.types.SceneGameData attribute), 718
- dome_mode (bpy.types.SceneGameData attribute), 718
- dome_tessellation (bpy.types.SceneGameData attribute), 718
- dome_text (bpy.types.SceneGameData attribute), 718
- dome_tilt (bpy.types.SceneGameData attribute), 718
- DopeSheet (class in bpy.types), 324
- DopeSheet.source (in module bpy.types), 326
- dopesheet_channel (bpy.types.ThemeDopeSheet attribute), 879
- dopesheet_channel (bpy.types.ThemeGraphEditor attribute), 884
- dopesheet_subchannel (bpy.types.ThemeDopeSheet attribute), 879
- dopesheet_subchannel (bpy.types.ThemeGraphEditor attribute), 884
- doppler_factor (aud.Device attribute), 1048
- dot() (mathutils.Quaternion method), 1020
- dot() (mathutils.Vector method), 1023
- double (bpy.types.IDProperty attribute), 411
- double_array (bpy.types.IDProperty attribute), 412
- DOWNARROWKEY (in module bge.events), 1146
- dpi (bpy.types.UserPreferencesSystem attribute), 964
- drag (bpy.types.EffectorWeights attribute), 341
- drag_factor (bpy.types.ParticleSettings attribute), 640
- draw() (bpy.types.Header method), 405
- draw() (bpy.types.Macro method), 479
- draw() (bpy.types.Menu method), 530
- draw() (bpy.types.Operator method), 616
- draw() (bpy.types.Panel method), 625
- draw() (in module blf), 1045
- draw() (in module bpy.ops.gpencil), 30
- draw_action (bpy.types.ThemeSequenceEditor attribute), 898
- draw_bounds_type (bpy.types.Object attribute), 598
- draw_channels (bpy.types.SpaceImageEditor attribute), 797
- draw_entry() (bpy.types.InputKeyMapPanel method), 428
- draw_filtered() (bpy.types.InputKeyMapPanel method), 428
- draw_header() (bpy.types.Panel method), 625
- draw_hierarchy() (bpy.types.InputKeyMapPanel method), 428
- draw_keymaps() (bpy.types.InputKeyMapPanel method), 428
- draw_km() (bpy.types.InputKeyMapPanel method), 428
- draw_kmi() (bpy.types.InputKeyMapPanel method), 428
- draw_kmi_properties() (bpy.types.InputKeyMapPanel static method), 428
- draw_method (bpy.types.ParticleSettings attribute), 640
- draw_mode (bpy.types.GreasePencil attribute), 401
- draw_overexposed (bpy.types.SpaceSequenceEditor attribute), 806
- draw_percentage (bpy.types.ParticleSettings attribute), 640
- draw_preset() (bpy.types.Menu method), 531
- draw_preview() (in module bpy.ops.sketch), 103
- draw_size (bpy.types.Camera attribute), 210
- draw_size (bpy.types.ParticleSettings attribute), 640
- draw_step (bpy.types.ParticleEdit attribute), 631
- draw_step (bpy.types.ParticleSettings attribute), 640
- draw_stretch_type (bpy.types.SpaceUVEditor attribute), 810

- draw_stroke() (in module bpy.ops.sketch), 103
 draw_type (bpy.types.Armature attribute), 165
 draw_type (bpy.types.Object attribute), 598
 drawingmode (bge.types.KX_PolygonMaterial attribute), 1089
 drawLine() (in module bge.render), 1143
 Driver (class in bpy.types), 327
 Driver.variables (in module bpy.types), 327
 driver_add() (bpy.types.bpy_struct method), 1005
 driver_button_add() (in module bpy.ops.anim), 7
 driver_button_remove() (in module bpy.ops.anim), 7
 driver_namespace (in module bpy.app), 1010
 driver_remove() (bpy.types.bpy_struct method), 1005
 drivers_add_selected() (in module bpy.ops.outliner), 79
 drivers_delete_selected() (in module bpy.ops.outliner), 79
 DriverTarget (class in bpy.types), 328
 DriverVariable (class in bpy.types), 329
 DriverVariable.targets (in module bpy.types), 329
 drop_named_image() (in module bpy.ops.mesh), 46
 drop_named_material() (in module bpy.ops.object), 65
 dRot (bge.types.KX_ObjectActuator attribute), 1083
 dupli_extrude_cursor() (in module bpy.ops.mesh), 46
 dupli_faces_scale (bpy.types.Object attribute), 598
 dupli_frames_end (bpy.types.Object attribute), 598
 dupli_frames_off (bpy.types.Object attribute), 598
 dupli_frames_on (bpy.types.Object attribute), 598
 dupli_frames_start (bpy.types.Object attribute), 598
 dupli_group (bpy.types.Object attribute), 598
 dupli_group (bpy.types.ParticleSettings attribute), 640
 dupli_object (bpy.types.ParticleSettings attribute), 640
 dupli_offset (bpy.types.Group attribute), 402
 dupli_type (bpy.types.Object attribute), 598
 duplicate() (in module bpy.ops.action), 4
 duplicate() (in module bpy.ops.armature), 10
 duplicate() (in module bpy.ops.curve), 17
 duplicate() (in module bpy.ops.graph), 31
 duplicate() (in module bpy.ops.marker), 43
 duplicate() (in module bpy.ops.mesh), 46
 duplicate() (in module bpy.ops.nla), 58
 duplicate() (in module bpy.ops.node), 61
 duplicate() (in module bpy.ops.object), 65
 duplicate() (in module bpy.ops.sequencer), 97
 duplicate_metaelems() (in module bpy.ops.mball), 44
 duplicate_move() (in module bpy.ops.armature), 10
 duplicate_move() (in module bpy.ops.mesh), 46
 duplicate_move() (in module bpy.ops.node), 61
 duplicate_move() (in module bpy.ops.object), 65
 duplicate_move_linked() (in module bpy.ops.object), 66
 duplicates_make_real() (in module bpy.ops.object), 66
 dupliobj_copy() (in module bpy.ops.particle), 84
 dupliobj_move_down() (in module bpy.ops.particle), 84
 dupliobj_move_up() (in module bpy.ops.particle), 84
 dupliobj_remove() (in module bpy.ops.particle), 84
 DupliObject (class in bpy.types), 330
 DupliObject.object (in module bpy.types), 330
 duration (bge.types.SCA_DelaySensor attribute), 1106
 duration (bpy.types.DelaySensor attribute), 318
 duration (bpy.types.ParticleTarget attribute), 654
 dynamic_friction (bpy.types.GameSoftBodySettings attribute), 396
 dynamic_operation (bpy.types.EditObjectActuator attribute), 336
- ## E
- edge_color (bpy.types.RenderSettings attribute), 701
 edge_crease (bpy.types.ThemeView3D attribute), 908
 edge_crease() (in module bpy.ops.transform), 112
 edge_crease_inner (bpy.types.SolidifyModifier attribute), 785
 edge_crease_outer (bpy.types.SolidifyModifier attribute), 785
 edge_crease_rim (bpy.types.SolidifyModifier attribute), 785
 edge_draw_type (bpy.types.SpaceUVEditor attribute), 811
 edge_face_add() (in module bpy.ops.mesh), 46
 edge_facesel (bpy.types.ThemeView3D attribute), 908
 edge_flip() (in module bpy.ops.mesh), 46
 edge_loops_from_edges() (bpy.types.Mesh method), 535
 edge_loops_from_faces() (bpy.types.Mesh method), 535
 edge_path_mode (bpy.types.ToolSettings attribute), 915
 edge_rotate() (in module bpy.ops.mesh), 46
 edge_seam (bpy.types.ThemeView3D attribute), 908
 edge_select (bpy.types.ThemeView3D attribute), 908
 edge_sharp (bpy.types.ThemeView3D attribute), 908
 edge_slide() (in module bpy.ops.transform), 113
 edge_threshold (bpy.types.RenderSettings attribute), 701
 edge_weight_method (bpy.types.BevelModifier attribute), 176
 edgering_select() (in module bpy.ops.mesh), 46
 edges_select_sharp() (in module bpy.ops.mesh), 46
 EdgeSplitModifier (class in bpy.types), 331
 edit_mesh_extrude_individual_move() (in module bpy.ops.view3d), 128
 edit_mesh_extrude_move_normal() (in module bpy.ops.view3d), 128
 EditBone (class in bpy.types), 332
 EditBone.basename (in module bpy.types), 334
 EditBone.center (in module bpy.types), 334
 EditBone.children (in module bpy.types), 334
 EditBone.children_recursive (in module bpy.types), 334
 EditBone.children_recursive_basename (in module bpy.types), 334
 EditBone.matrix (in module bpy.types), 333
 EditBone.parent_recursive (in module bpy.types), 335
 EditBone.vector (in module bpy.types), 335
 EditBone.x_axis (in module bpy.types), 335
 EditBone.y_axis (in module bpy.types), 335

- EditBone.z_axis (in module bpy.types), 335
- edited_clear() (in module bpy.ops.particle), 84
- editmesh_active (bpy.types.ThemeImageEditor attribute), 887
- editmesh_active (bpy.types.ThemeView3D attribute), 908
- editmode_toggle() (in module bpy.ops.object), 66
- EditObjectActuator (class in bpy.types), 336
- effect_fader (bpy.types.Sequence attribute), 736
- effect_hair (bpy.types.ParticleSettings attribute), 640
- effect_strip (bpy.types.ThemeSequenceEditor attribute), 898
- effect_strip_add() (in module bpy.ops.sequencer), 97
- effector_add() (in module bpy.ops.object), 66
- effector_group (bpy.types.SmokeDomainSettings attribute), 775
- EffectorWeights (class in bpy.types), 340
- EffectSequence (class in bpy.types), 338
- EffectSequence.color_balance (in module bpy.types), 338
- EffectSequence.crop (in module bpy.types), 338
- EffectSequence.proxy (in module bpy.types), 338
- EffectSequence.transform (in module bpy.types), 338
- EIGHTKEY (in module bge.events), 1146
- EKEY (in module bge.events), 1145
- elasticity (bpy.types.MaterialPhysics attribute), 514
- emission (bpy.types.MaterialVolume attribute), 528
- emission_color (bpy.types.MaterialVolume attribute), 529
- emission_color_factor (bpy.types.MaterialTextureSlot attribute), 523
- emission_factor (bpy.types.MaterialTextureSlot attribute), 523
- emit (bpy.types.Material attribute), 506
- emit_factor (bpy.types.MaterialTextureSlot attribute), 523
- emit_from (bpy.types.ParticleSettings attribute), 640
- emitter_distance (bpy.types.ParticleEdit attribute), 631
- empty_draw_size (bpy.types.Object attribute), 599
- empty_draw_type (bpy.types.Object attribute), 599
- enable() (in module blf), 1045
- enable_manipulator() (in module bpy.ops.view3d), 128
- enabled (bpy.types.UILayout attribute), 926
- enableMotionBlur() (in module bge.render), 1143
- enableRigidBody() (bge.types.KX_GameObject method), 1072
- enableVisibility() (in module bge.render), 1141
- end() (bge.types.KX_Scene method), 1097
- end_cap (bpy.types.ArrayModifier attribute), 173
- end_frame_set() (in module bpy.ops.time), 112
- end_result() (bpy.types.RenderEngine method), 691
- end_time (bpy.types.ControlFluidSettings attribute), 300
- end_time (bpy.types.DomainFluidSettings attribute), 322
- endGame() (in module bge.logic), 1128
- ENDKEY (in module bge.events), 1148
- endObject() (bge.types.KX_GameObject method), 1069
- energy (bge.types.KX_LightObject attribute), 1077
- energy (bpy.types.Lamp attribute), 461
- enforce (bge.types.BL_ArmatureConstraint attribute), 1119
- engine (bpy.types.RenderSettings attribute), 701
- ensure_ext() (in module bpy.path), 1009
- ENTERKEY (in module bge.events), 1148
- EnumProperty (class in bpy.types), 342
- EnumProperty() (in module bpy.props), 1011
- EnumProperty.default (in module bpy.types), 342
- EnumProperty.items (in module bpy.types), 342
- EnumPropertyItem (class in bpy.types), 343
- EnumPropertyItem.description (in module bpy.types), 343
- EnumPropertyItem.identifier (in module bpy.types), 343
- EnumPropertyItem.name (in module bpy.types), 343
- EnumPropertyItem.value (in module bpy.types), 343
- envelope_distance (bpy.types.Bone attribute), 194
- envelope_distance (bpy.types.EditBone attribute), 332
- envelope_weight (bpy.types.Bone attribute), 194
- envelope_weight (bpy.types.EditBone attribute), 332
- environment_color (bpy.types.WorldLighting attribute), 995
- environment_energy (bpy.types.WorldLighting attribute), 995
- EnvironmentMap (class in bpy.types), 344
- EnvironmentMapTexture (class in bpy.types), 345
- EnvironmentMapTexture.environment_map (in module bpy.types), 345
- EnvironmentMapTexture.image_user (in module bpy.types), 346
- EnvironmentMapTexture.users_material (in module bpy.types), 346
- EnvironmentMapTexture.users_object_modifier (in module bpy.types), 346
- envmap_clear() (in module bpy.ops.texture), 111
- envmap_clear_all() (in module bpy.ops.texture), 111
- envmap_save() (in module bpy.ops.texture), 111
- EQUALKEY (in module bge.events), 1148
- error (class in aud), 1054
- error_threshold (bpy.types.MaterialSubsurfaceScattering attribute), 521
- error_threshold (bpy.types.SoftBodySettings attribute), 782
- error_threshold (bpy.types.WorldLighting attribute), 995
- ESCKEY (in module bge.events), 1148
- etch_adaptive_limit (bpy.types.ToolSettings attribute), 915
- etch_convert_mode (bpy.types.ToolSettings attribute), 916
- etch_length_limit (bpy.types.ToolSettings attribute), 916
- etch_number (bpy.types.ToolSettings attribute), 916
- etch_roll_mode (bpy.types.ToolSettings attribute), 916
- etch_side (bpy.types.ToolSettings attribute), 916
- etch_subdivision_number (bpy.types.ToolSettings attribute), 916

- etch_template (bpy.types.ToolSettings attribute), 916
- Euler (class in mathutils), 1014
- Euler.copy() (in module mathutils), 1014
- euler_filter() (in module bpy.ops.graph), 31
- eval_time (bpy.types.Curve attribute), 308
- evaluate() (bpy.types.ColorRamp method), 230
- evaluate() (bpy.types.FCurve method), 353
- evaluate_envelope() (bpy.types.Bone method), 197
- evaluate_envelope() (bpy.types.PoseBone method), 674
- evaluation_type (bpy.types.PropertySensor attribute), 679
- Event (class in bpy.types), 347
- Event.alt (in module bpy.types), 347
- Event.ascii (in module bpy.types), 347
- Event.ctrl (in module bpy.types), 348
- Event.mouse_prev_x (in module bpy.types), 348
- Event.mouse_prev_y (in module bpy.types), 348
- Event.mouse_region_x (in module bpy.types), 348
- Event.mouse_region_y (in module bpy.types), 348
- Event.mouse_x (in module bpy.types), 348
- Event.mouse_y (in module bpy.types), 348
- Event.oskey (in module bpy.types), 348
- Event.shift (in module bpy.types), 348
- Event.type (in module bpy.types), 348
- Event.value (in module bpy.types), 349
- event_type (bpy.types.JoystickSensor attribute), 433
- events (bge.types.SCA_KeyboardSensor attribute), 1108
- events (bge.types.SCA_PythonKeyboard attribute), 1056
- events (bge.types.SCA_PythonMouse attribute), 1056
- EventToCharacter() (in module bge.events), 1144
- EventToString() (in module bge.events), 1144
- exclude_ambient_occlusion (bpy.types.SceneRenderLayer attribute), 723
- exclude_emit (bpy.types.SceneRenderLayer attribute), 723
- exclude_environment (bpy.types.SceneRenderLayer attribute), 723
- exclude_indirect (bpy.types.SceneRenderLayer attribute), 723
- exclude_reflection (bpy.types.SceneRenderLayer attribute), 723
- exclude_refraction (bpy.types.SceneRenderLayer attribute), 723
- exclude_shadow (bpy.types.SceneRenderLayer attribute), 723
- exclude_specular (bpy.types.SceneRenderLayer attribute), 723
- execute() (bpy.types.Operator method), 615
- execute() (in module bpy.ops.console), 15
- execute() (in module bpy.ops.file), 25
- execute_preset() (in module bpy.ops.script), 96
- executePriority (bge.types.SCA_ILogicBrick attribute), 1055
- expanded_toggle() (in module bpy.ops.outliner), 79
- expandPath() (in module bge.logic), 1130
- explode_refresh() (in module bpy.ops.object), 66
- ExplodeModifier (class in bpy.types), 349
- export_layout() (in module bpy.ops.uv), 122
- exposure (bpy.types.World attribute), 993
- expression (bpy.types.Driver attribute), 327
- expression (bpy.types.ExpressionController attribute), 351
- ExpressionController (class in bpy.types), 351
- exr_codec (bpy.types.CompositorNodeOutputFile attribute), 272
- extension (bpy.types.ImageTexture attribute), 423
- extension (bpy.types.VoxelData attribute), 981
- external_edit() (in module bpy.ops.image), 35
- extrapolation (bpy.types.FCurve attribute), 352
- extrapolation (bpy.types.NlaStrip attribute), 585
- extrapolation_type() (in module bpy.ops.action), 4
- extrapolation_type() (in module bpy.ops.graph), 31
- extrude (bpy.types.Curve attribute), 308
- extrude() (in module bpy.ops.armature), 11
- extrude() (in module bpy.ops.curve), 17
- extrude() (in module bpy.ops.mesh), 46
- extrude_edges_move() (in module bpy.ops.mesh), 47
- extrude_faces_move() (in module bpy.ops.mesh), 47
- extrude_forked() (in module bpy.ops.armature), 11
- extrude_move() (in module bpy.ops.armature), 11
- extrude_region_move() (in module bpy.ops.mesh), 47
- extrude_repeat() (in module bpy.ops.mesh), 47
- extrude_vertices_move() (in module bpy.ops.mesh), 47
- eyedropper() (in module bpy.ops.ui), 121
- ## F
- F10KEY (in module bge.events), 1147
- F11KEY (in module bge.events), 1147
- F12KEY (in module bge.events), 1147
- F13KEY (in module bge.events), 1147
- F14KEY (in module bge.events), 1147
- F15KEY (in module bge.events), 1147
- F16KEY (in module bge.events), 1147
- F17KEY (in module bge.events), 1147
- F18KEY (in module bge.events), 1147
- F19KEY (in module bge.events), 1147
- F1KEY (in module bge.events), 1147
- F2KEY (in module bge.events), 1147
- F3KEY (in module bge.events), 1147
- F4KEY (in module bge.events), 1147
- F5KEY (in module bge.events), 1147
- F6KEY (in module bge.events), 1147
- F7KEY (in module bge.events), 1147
- F8KEY (in module bge.events), 1147
- F9KEY (in module bge.events), 1147
- f_stop (bpy.types.CompositorNodeDefocus attribute), 252
- face (bpy.types.ThemeImageEditor attribute), 887

- face (bpy.types.ThemeView3D attribute), 908
 face_dot (bpy.types.ThemeImageEditor attribute), 887
 face_dot (bpy.types.ThemeView3D attribute), 908
 face_select (bpy.types.ThemeImageEditor attribute), 887
 face_select (bpy.types.ThemeView3D attribute), 908
 face_select_all() (in module bpy.ops.paint), 81
 face_select_linked() (in module bpy.ops.paint), 81
 face_select_linked_pick() (in module bpy.ops.paint), 81
 facedot_size (bpy.types.ThemeImageEditor attribute), 887
 facedot_size (bpy.types.ThemeView3D attribute), 908
 faces_mirror_uv() (in module bpy.ops.mesh), 47
 faces_select_interior() (in module bpy.ops.mesh), 48
 faces_select_linked_flat() (in module bpy.ops.mesh), 48
 faces_shade_flat() (in module bpy.ops.mesh), 48
 faces_shade_smooth() (in module bpy.ops.mesh), 48
 factor (bpy.types.CastModifier attribute), 213
 factor (bpy.types.CompositorNodeBlur attribute), 237
 factor (bpy.types.CompositorNodeSplitViewer attribute), 281
 factor (bpy.types.CompositorNodeVecBlur attribute), 288
 factor (bpy.types.SimpleDeformModifier attribute), 773
 factor (bpy.types.SmoothModifier attribute), 779
 factor_blue (bpy.types.Texture attribute), 850
 factor_green (bpy.types.Texture attribute), 850
 factor_random (bpy.types.ParticleSettings attribute), 640
 factor_red (bpy.types.Texture attribute), 850
 factor_x (bpy.types.CompositorNodeBlur attribute), 237
 factor_y (bpy.types.CompositorNodeBlur attribute), 237
 Factory (class in aud), 1049
 fade (bpy.types.CompositorNodeGlare attribute), 259
 fade_frames (bpy.types.ParticleEdit attribute), 631
 fade_to (bpy.types.MaterialRaytraceMirror attribute), 515
 falloff (bpy.types.BoidState attribute), 193
 falloff (bpy.types.CompositorNodeDiffMatte attribute), 253
 falloff (bpy.types.CompositorNodeDistanceMatte attribute), 256
 falloff (bpy.types.HookModifier attribute), 408
 falloff (bpy.types.MaterialRaytraceTransparency attribute), 517
 falloff (bpy.types.PointDensity attribute), 662
 falloff (bpy.types.WorldMistSettings attribute), 997
 falloff_power (bpy.types.FieldSettings attribute), 369
 falloff_radius (bpy.types.WaveModifier attribute), 984
 falloff_soft (bpy.types.PointDensity attribute), 662
 falloff_strength (bpy.types.WorldLighting attribute), 995
 falloff_type (bpy.types.FieldSettings attribute), 369
 falloff_type (bpy.types.PointLamp attribute), 665
 falloff_type (bpy.types.SpotLamp attribute), 825
 family (bpy.types.TextCurve attribute), 845
 far (bge.types.KX_Camera attribute), 1113
 fbx() (in module bpy.ops.export_scene), 22
 FCurve (class in bpy.types), 351
 FCurve.driver (in module bpy.types), 352
 FCurve.keyframe_points (in module bpy.types), 352
 FCurve.modifiers (in module bpy.types), 352
 FCurve.sampled_points (in module bpy.types), 352
 FCurveActuator (class in bpy.types), 354
 FCurveKeyframePoints (class in bpy.types), 355
 FCurveModifiers (class in bpy.types), 356
 FCurveSample (class in bpy.types), 357
 fear_factor (bpy.types.BoidRuleAvoid attribute), 186
 feedback (bpy.types.Itasc attribute), 431
 fgon_clear() (in module bpy.ops.mesh), 48
 fgon_make() (in module bpy.ops.mesh), 48
 fh_damping (bpy.types.ConstraintActuator attribute), 295
 fh_height (bpy.types.ConstraintActuator attribute), 295
 field_order (bpy.types.Image attribute), 414
 field_order (bpy.types.RenderSettings attribute), 701
 fields_per_frame (bpy.types.ImageUser attribute), 426
 FieldSettings (class in bpy.types), 369
 file_browse() (in module bpy.ops.buttons), 14
 file_format (bpy.types.Image attribute), 415
 file_format (bpy.types.RenderSettings attribute), 701
 file_format (bpy.types.VoxelData attribute), 981
 file_paste() (in module bpy.ops.font), 28
 file_quality (bpy.types.RenderSettings attribute), 701
 fileName (bge.types.KX_GameActuator attribute), 1066
 fileName (bge.types.KX_SoundActuator attribute), 1098
 filename (bpy.types.FileSelectParams attribute), 373
 filename (bpy.types.GameActuator attribute), 389
 filename (bpy.types.SequenceElement attribute), 742
 filenum() (in module bpy.ops.file), 25
 filepath (bpy.types.CompositorNodeOutputFile attribute), 272
 filepath (bpy.types.DomainFluidSettings attribute), 322
 filepath (bpy.types.Image attribute), 415
 filepath (bpy.types.Library attribute), 470
 filepath (bpy.types.MovieSequence attribute), 570
 filepath (bpy.types.MultiresModifier attribute), 575
 filepath (bpy.types.ParticleFluidSettings attribute), 633
 filepath (bpy.types.PointCache attribute), 659
 filepath (bpy.types.RenderSettings attribute), 701
 filepath (bpy.types.SequenceProxy attribute), 743
 filepath (bpy.types.Sound attribute), 787
 filepath (bpy.types.SoundSequence attribute), 790
 filepath (bpy.types.Text attribute), 841
 filepath (bpy.types.TextureNodeOutput attribute), 862
 filepath (bpy.types.VoxelData attribute), 981
 filepath_raw (bpy.types.Image attribute), 415
 fileselect_add() (bpy.types.WindowManager class method), 987
 FileSelectParams (class in bpy.types), 373
 FileSelectParams.title (in module bpy.types), 374
 fill() (in module bpy.ops.armature), 11
 fill() (in module bpy.ops.mesh), 48

- filter (bpy.types.MaterialRaytraceTransparency attribute), 517
- Filter2DActuator (class in bpy.types), 375
- filter_eccentricity (bpy.types.EnvironmentMapTexture attribute), 346
- filter_eccentricity (bpy.types.ImageTexture attribute), 423
- filter_glob (bpy.types.FileSelectParams attribute), 373
- filter_group (bpy.types.DopeSheet attribute), 324
- filter_pass (bpy.types.Filter2DActuator attribute), 375
- filter_probes (bpy.types.EnvironmentMapTexture attribute), 346
- filter_probes (bpy.types.ImageTexture attribute), 423
- filter_size (bpy.types.EnvironmentMapTexture attribute), 346
- filter_size (bpy.types.ImageTexture attribute), 423
- filter_size (bpy.types.RenderSettings attribute), 701
- filter_text (bpy.types.SpaceOutliner attribute), 804
- filter_text (bpy.types.SpaceUserPreferences attribute), 812
- filter_type (bpy.types.CompositorNodeBlur attribute), 237
- filter_type (bpy.types.CompositorNodeFilter attribute), 256
- filter_type (bpy.types.CompositorNodeRotate attribute), 276
- filter_type (bpy.types.EnvironmentMapTexture attribute), 346
- filter_type (bpy.types.ImageTexture attribute), 423
- find() (bpy.types.KeyMaps method), 446
- find() (in module bpy.ops.text), 107
- find_armature() (bpy.types.Object method), 604
- find_missing_files() (in module bpy.ops.file), 25
- find_modal() (bpy.types.KeyMaps method), 446
- find_set_selected() (in module bpy.ops.text), 108
- find_text (bpy.types.SpaceTextEditor attribute), 807
- finish_stroke() (in module bpy.ops.sketch), 103
- fit_length (bpy.types.ArrayModifier attribute), 173
- fit_type (bpy.types.ArrayModifier attribute), 173
- FIVEKEY (in module bge.events), 1146
- FKEY (in module bge.events), 1145
- flags_set() (in module bpy.ops.armature), 11
- flags_set() (in module bpy.ops.pose), 87
- flare_boost (bpy.types.MaterialHalo attribute), 512
- flare_seed (bpy.types.MaterialHalo attribute), 512
- flare_size (bpy.types.MaterialHalo attribute), 512
- flare_subflare_count (bpy.types.MaterialHalo attribute), 512
- flare_subflare_size (bpy.types.MaterialHalo attribute), 512
- flee_distance (bpy.types.BoidRuleFight attribute), 188
- flip_names() (in module bpy.ops.armature), 11
- flip_names() (in module bpy.ops.pose), 87
- flip_normals() (in module bpy.ops.mesh), 48
- float (bpy.types.IDProperty attribute), 412
- float_array (bpy.types.IDProperty attribute), 412
- float_max (bpy.types.RandomActuator attribute), 684
- float_mean (bpy.types.RandomActuator attribute), 684
- float_min (bpy.types.RandomActuator attribute), 684
- float_value (bpy.types.RandomActuator attribute), 685
- FloatProperty (class in bpy.types), 376
- FloatProperty() (in module bpy.props), 1011
- FloatProperty.array_length (in module bpy.types), 376
- FloatProperty.default (in module bpy.types), 376
- FloatProperty.default_array (in module bpy.types), 376
- FloatProperty.hard_max (in module bpy.types), 376
- FloatProperty.hard_min (in module bpy.types), 376
- FloatProperty.precision (in module bpy.types), 376
- FloatProperty.soft_max (in module bpy.types), 377
- FloatProperty.soft_min (in module bpy.types), 377
- FloatProperty.step (in module bpy.types), 377
- FloatVectorProperty() (in module bpy.props), 1011
- floor_location (bpy.types.FloorConstraint attribute), 378
- FloorConstraint (class in bpy.types), 378
- flow (bpy.types.FieldSettings attribute), 369
- fluid_group (bpy.types.SmokeDomainSettings attribute), 775
- fluid_radius (bpy.types.SPHFluidSettings attribute), 711
- FluidFluidSettings (class in bpy.types), 379
- FluidSettings (class in bpy.types), 380
- FluidSimulationModifier (class in bpy.types), 381
- FluidSimulationModifier.settings (in module bpy.types), 381
- fly() (in module bpy.ops.view3d), 128
- FModifier (class in bpy.types), 358
- FModifier.is_valid (in module bpy.types), 358
- FModifier.type (in module bpy.types), 359
- fmodifier_add() (in module bpy.ops.graph), 32
- fmodifier_add() (in module bpy.ops.nla), 58
- fmodifier_copy() (in module bpy.ops.graph), 32
- fmodifier_copy() (in module bpy.ops.nla), 59
- fmodifier_paste() (in module bpy.ops.graph), 32
- fmodifier_paste() (in module bpy.ops.nla), 59
- FModifierCycles (class in bpy.types), 359
- FModifierEnvelope (class in bpy.types), 360
- FModifierEnvelope.control_points (in module bpy.types), 360
- FModifierEnvelopeControlPoint (class in bpy.types), 361
- FModifierFunctionGenerator (class in bpy.types), 362
- FModifierGenerator (class in bpy.types), 364
- FModifierLimits (class in bpy.types), 365
- FModifierNoise (class in bpy.types), 366
- FModifierPython (class in bpy.types), 367
- FModifierStepped (class in bpy.types), 368
- follow_active_quads() (in module bpy.ops.uv), 122
- follow_curve (bpy.types.TextCurve attribute), 845
- FollowPathConstraint (class in bpy.types), 381
- font (bpy.types.TextCurve attribute), 845
- font_bold (bpy.types.TextCurve attribute), 845

- font_bold_italic (bpy.types.TextCurve attribute), 845
- font_directory (bpy.types.UserPreferencesFilePaths attribute), 959
- font_italic (bpy.types.TextCurve attribute), 845
- font_kerning_style (bpy.types.ThemeFontStyle attribute), 882
- font_size (bpy.types.SpaceConsole attribute), 792
- font_size (bpy.types.SpaceTextEditor attribute), 807
- force (bge.types.KX_ObjectActuator attribute), 1082
- force (bpy.types.EffectorWeights attribute), 341
- force (bpy.types.HookModifier attribute), 408
- force (bpy.types.MaterialPhysics attribute), 514
- force (bpy.types.ObjectActuator attribute), 607
- force_max_x (bpy.types.ObjectActuator attribute), 608
- force_max_y (bpy.types.ObjectActuator attribute), 608
- force_max_z (bpy.types.ObjectActuator attribute), 608
- force_min_x (bpy.types.ObjectActuator attribute), 608
- force_min_y (bpy.types.ObjectActuator attribute), 608
- force_min_z (bpy.types.ObjectActuator attribute), 608
- forceLimitX (bge.types.KX_ObjectActuator attribute), 1083
- forceLimitY (bge.types.KX_ObjectActuator attribute), 1083
- forceLimitZ (bge.types.KX_ObjectActuator attribute), 1083
- form_factor (bpy.types.GameObjectSettings attribute), 392
- format (aud.Device attribute), 1048
- forward_axis (bpy.types.FollowPathConstraint attribute), 381
- FOURKEY (in module bge.events), 1146
- fps (bpy.types.Image attribute), 415
- fps (bpy.types.RenderSettings attribute), 701
- fps (bpy.types.SceneGameData attribute), 718
- fps_base (bpy.types.RenderSettings attribute), 701
- frame (bge.types.BL_ActionActuator attribute), 1058
- frame (bge.types.BL_ShapeActionActuator attribute), 1062
- frame (bpy.types.FModifierEnvelopeControlPoint attribute), 361
- frame (bpy.types.TimelineMarker attribute), 913
- frame_after (bpy.types.AnimVizMotionPaths attribute), 158
- frame_after (bpy.types.AnimVizOnionSkinning attribute), 159
- frame_before (bpy.types.AnimVizMotionPaths attribute), 158
- frame_before (bpy.types.AnimVizOnionSkinning attribute), 159
- frame_blend_in (bpy.types.ActionActuator attribute), 143
- frame_blend_in (bpy.types.ShapeActionActuator attribute), 765
- frame_color (bpy.types.SceneGameData attribute), 719
- frame_current (bpy.types.Scene attribute), 712
- frame_current (bpy.types.ThemeAudioWindow attribute), 875
- frame_current (bpy.types.ThemeDopeSheet attribute), 879
- frame_current (bpy.types.ThemeGraphEditor attribute), 884
- frame_current (bpy.types.ThemeNLAEditor attribute), 891
- frame_current (bpy.types.ThemeSequenceEditor attribute), 898
- frame_current (bpy.types.ThemeTimeline attribute), 903
- frame_current (bpy.types.ThemeView3D attribute), 908
- frame_duration (bpy.types.BuildModifier attribute), 208
- frame_duration (bpy.types.CompositorNodeImage attribute), 263
- frame_duration (bpy.types.ImageUser attribute), 426
- frame_end (bpy.types.ActionActuator attribute), 143
- frame_end (bpy.types.ActionConstraint attribute), 144
- frame_end (bpy.types.AnimVizMotionPaths attribute), 158
- frame_end (bpy.types.AnimVizOnionSkinning attribute), 159
- frame_end (bpy.types.CompositorNodeOutputFile attribute), 272
- frame_end (bpy.types.CompositorNodeTime attribute), 283
- frame_end (bpy.types.FCurveActuator attribute), 354
- frame_end (bpy.types.FModifierStepped attribute), 368
- frame_end (bpy.types.Image attribute), 415
- frame_end (bpy.types.NlaStrip attribute), 585
- frame_end (bpy.types.ParticleSettings attribute), 641
- frame_end (bpy.types.PointCache attribute), 660
- frame_end (bpy.types.Scene attribute), 712
- frame_end (bpy.types.ShapeActionActuator attribute), 765
- frame_end (bpy.types.TextureNodeCurveTime attribute), 857
- frame_final_duration (bpy.types.Sequence attribute), 736
- frame_final_end (bpy.types.Sequence attribute), 737
- frame_final_start (bpy.types.Sequence attribute), 737
- frame_jump() (in module bpy.ops.action), 4
- frame_jump() (in module bpy.ops.graph), 32
- frame_jump() (in module bpy.ops.screen), 94
- frame_map_new (bpy.types.RenderSettings attribute), 701
- frame_map_old (bpy.types.RenderSettings attribute), 701
- frame_number (bpy.types.GPencilFrame attribute), 384
- frame_offset (bpy.types.CompositorNodeImage attribute), 263
- frame_offset (bpy.types.FModifierStepped attribute), 368
- frame_offset (bpy.types.ImageUser attribute), 426
- frame_offset() (in module bpy.ops.screen), 94
- frame_path() (bpy.types.RenderSettings method), 707
- frame_preview_end (bpy.types.Scene attribute), 712

- frame_preview_start (bpy.types.Scene attribute), 713
 frame_property (bpy.types.ActionActuator attribute), 143
 frame_property (bpy.types.FCurveActuator attribute), 354
 frame_property (bpy.types.ShapeActionActuator attribute), 765
 frame_server_port (bpy.types.UserPreferencesSystem attribute), 964
 frame_set() (bpy.types.Scene method), 715
 frame_start (bpy.types.ActionActuator attribute), 143
 frame_start (bpy.types.ActionConstraint attribute), 144
 frame_start (bpy.types.AnimVizMotionPaths attribute), 158
 frame_start (bpy.types.AnimVizOnionSkinning attribute), 159
 frame_start (bpy.types.BuildModifier attribute), 208
 frame_start (bpy.types.CompositorNodeImage attribute), 263
 frame_start (bpy.types.CompositorNodeOutputFile attribute), 272
 frame_start (bpy.types.CompositorNodeTime attribute), 283
 frame_start (bpy.types.FCurveActuator attribute), 354
 frame_start (bpy.types.FModifierStepped attribute), 368
 frame_start (bpy.types.Image attribute), 415
 frame_start (bpy.types.ImageUser attribute), 426
 frame_start (bpy.types.NlaStrip attribute), 585
 frame_start (bpy.types.ParticleSettings attribute), 641
 frame_start (bpy.types.PointCache attribute), 660
 frame_start (bpy.types.Scene attribute), 713
 frame_start (bpy.types.Sequence attribute), 737
 frame_start (bpy.types.ShapeActionActuator attribute), 765
 frame_start (bpy.types.TextureNodeCurveTime attribute), 857
 frame_step (bpy.types.AnimVizMotionPaths attribute), 158
 frame_step (bpy.types.AnimVizOnionSkinning attribute), 159
 frame_step (bpy.types.FModifierStepped attribute), 368
 frame_step (bpy.types.PointCache attribute), 660
 frame_step (bpy.types.Scene attribute), 713
 frame_type (bpy.types.SceneGameData attribute), 719
 frameEnd (bge.types.BL_ActionActuator attribute), 1058
 frameEnd (bge.types.BL_ShapeActionActuator attribute), 1062
 frameEnd (bge.types.KX_IpoActuator attribute), 1076
 frameMessageCount (bge.types.KX_NetworkMessageSensor attribute), 1082
 framePropName (bge.types.BL_ActionActuator attribute), 1058
 framePropName (bge.types.BL_ShapeActionActuator attribute), 1063
 framePropName (bge.types.KX_IpoActuator attribute), 1076
 frameStart (bge.types.BL_ActionActuator attribute), 1058
 frameStart (bge.types.BL_ShapeActionActuator attribute), 1062
 frameStart (bge.types.KX_IpoActuator attribute), 1076
 free_axis (bpy.types.MaintainVolumeConstraint attribute), 501
 free_bake() (in module bpy.ops.ptcache), 90
 free_bake_all() (in module bpy.ops.ptcache), 90
 free_dupli_list() (bpy.types.Object method), 604
 frequency (bge.types.SCA_ISensor attribute), 1056
 frequency (bpy.types.SceneGameData attribute), 719
 frequency (bpy.types.Sensor attribute), 734
 fresnel (bpy.types.MaterialRaytraceMirror attribute), 515
 fresnel (bpy.types.MaterialRaytraceTransparency attribute), 517
 fresnel_factor (bpy.types.MaterialRaytraceMirror attribute), 516
 fresnel_factor (bpy.types.MaterialRaytraceTransparency attribute), 517
 friction (bpy.types.ClothCollisionSettings attribute), 219
 friction (bpy.types.MaterialPhysics attribute), 514
 friction (bpy.types.SoftBodySettings attribute), 782
 friction_coefficients (bpy.types.GameObjectSettings attribute), 392
 friction_factor (bpy.types.CollisionSettings attribute), 228
 friction_random (bpy.types.CollisionSettings attribute), 228
 from_id() (bge.types.CListValue method), 1063
 from_id() (bpy.types.KeyMapItems method), 445
 from_max_x (bpy.types.TransformConstraint attribute), 921
 from_max_y (bpy.types.TransformConstraint attribute), 921
 from_max_z (bpy.types.TransformConstraint attribute), 921
 from_min_x (bpy.types.TransformConstraint attribute), 921
 from_min_y (bpy.types.TransformConstraint attribute), 921
 from_min_z (bpy.types.TransformConstraint attribute), 922
 from_pydata() (bpy.types.Mesh method), 535
 from_string() (bpy.types.Text method), 842
 front (bpy.types.MaterialSubsurfaceScattering attribute), 521
 frustum_culling (bge.types.KX_Camera attribute), 1113
 Function (class in bpy.types), 383
 Function.description (in module bpy.types), 383
 Function.identifier (in module bpy.types), 383
 Function.is_registered (in module bpy.types), 383

- Function.is_registered_optional (in module bpy.types), 383
- Function.parameters (in module bpy.types), 383
- Function.use_self (in module bpy.types), 383
- function_type (bpy.types.FModifierFunctionGenerator attribute), 362
- fuzzy (bpy.types.SoftBodySettings attribute), 782
- ## G
- g (bge.types.KX_VertexProxy attribute), 1102
- g (mathutils.Color attribute), 1013
- gain (bpy.types.CompositorNodeChromaMatte attribute), 240
- gain (bpy.types.CompositorNodeColorBalance attribute), 241
- gain (bpy.types.MusgraveTexture attribute), 576
- gain (bpy.types.SequenceColorBalance attribute), 739
- gain_3d_max (bpy.types.SoundActuator attribute), 788
- gain_3d_min (bpy.types.SoundActuator attribute), 788
- game_property_clear() (in module bpy.ops.object), 66
- game_property_copy() (in module bpy.ops.object), 66
- game_property_new() (in module bpy.ops.object), 66
- game_property_remove() (in module bpy.ops.object), 67
- game_start() (in module bpy.ops.view3d), 128
- GameActuator (class in bpy.types), 388
- GameBooleanProperty (class in bpy.types), 389
- GameFloatProperty (class in bpy.types), 390
- GameIntProperty (class in bpy.types), 391
- GameObjectSettings (class in bpy.types), 392
- GameObjectSettings.actuators (in module bpy.types), 392
- GameObjectSettings.controllers (in module bpy.types), 392
- GameObjectSettings.properties (in module bpy.types), 393
- GameObjectSettings.sensors (in module bpy.types), 393
- GameObjectSettings.soft_body (in module bpy.types), 393
- GameObjectSettings.used_states (in module bpy.types), 394
- GameProperty (class in bpy.types), 395
- GameSoftBodySettings (class in bpy.types), 396
- GameStringProperty (class in bpy.types), 398
- GameTimerProperty (class in bpy.types), 399
- gamma (bpy.types.AreaLamp attribute), 163
- gamma (bpy.types.CompositorNodeColorBalance attribute), 241
- gamma (bpy.types.CompositorNodeTonemap attribute), 284
- gamma (bpy.types.SequenceColorBalance attribute), 739
- gather_method (bpy.types.WorldLighting attribute), 995
- generate() (bpy.types.KeyingSetInfo method), 452
- generate_particles (bpy.types.DomainFluidSettings attribute), 322
- generated_height (bpy.types.Image attribute), 415
- generated_type (bpy.types.Image attribute), 415
- generated_width (bpy.types.Image attribute), 415
- gesture() (in module bpy.ops.sketch), 104
- get() (bge.types.CListValue method), 1063
- get() (bge.types.KX_GameObject method), 1076
- get() (bge.types.KX_Scene method), 1097
- get() (bpy.types.bpy_struct method), 1005
- getAngularVelocity() (bge.types.KX_GameObject method), 1071
- getAverageFrameRate() (in module bge.logic), 1131
- getAxisVect() (bge.types.KX_GameObject method), 1069
- getBlendFileList() (in module bge.logic), 1131
- getButtonActiveList() (bge.types.SCA_JoystickSensor method), 1107
- getButtonStatus() (bge.types.SCA_JoystickSensor method), 1108
- getButtonStatus() (bge.types.SCA_MouseSensor method), 1080
- getCameraToWorld() (bge.types.KX_Camera method), 1115
- getChannel() (bge.types.BL_ActionActuator method), 1059
- getConeHeight() (bge.types.KX_RadarSensor method), 1092
- getConstraintId() (bge.types.KX_ConstraintWrapper method), 1065
- getConstraintId() (bge.types.KX_VehicleWrapper method), 1100
- getConstraintType() (bge.types.KX_VehicleWrapper method), 1100
- getCurrentController() (in module bge.logic), 1128
- getCurrentScene() (in module bge.logic), 1128
- getDistanceTo() (bge.types.KX_GameObject method), 1073
- getEyeSeparation() (in module bge.render), 1142
- getFocalLength() (in module bge.render), 1142
- getFragmentProg() (bge.types.BL_Shader method), 1059
- getGLSLMaterialSetting() (in module bge.render), 1143
- getKeyStatus() (bge.types.SCA_KeyboardSensor method), 1108
- getLastDraw() (bge.types.SCA_RandomSensor method), 1112
- getLinearVelocity() (bge.types.KX_GameObject method), 1070
- getLogicTicRate() (in module bge.logic), 1130
- getMaterial() (bge.types.KX_PolyProxy method), 1085
- getMaterialIndex() (bge.types.KX_BlenderMaterial method), 1064
- getMaterialIndex() (bge.types.KX_PolyProxy method), 1086
- getMaterialMode() (in module bge.render), 1142
- getMaterialName() (bge.types.KX_MeshProxy method), 1079

- getMaterialName() (bge.types.KX_PolyProxy method), 1085
 getMaxLogicFrame() (in module bge.logic), 1129
 getMaxPhysicsFrame() (in module bge.logic), 1130
 getMesh() (bge.types.KX_PolyProxy method), 1086
 getNormal() (bge.types.KX_VertexProxy method), 1104
 getNumMaterials() (bge.types.KX_MeshProxy method), 1079
 getNumPolygons() (bge.types.KX_MeshProxy method), 1079
 getNumVertex() (bge.types.KX_PolyProxy method), 1086
 getNumWheels() (bge.types.KX_VehicleWrapper method), 1100
 getPhysicsId() (bge.types.KX_GameObject method), 1073
 getPhysicsTicRate() (in module bge.logic), 1130
 getPolygon() (bge.types.KX_MeshProxy method), 1079
 getPropertyNames() (bge.types.KX_GameObject method), 1073
 getRandomFloat() (in module bge.logic), 1131
 getReactionForce() (bge.types.KX_GameObject method), 1072
 getRGBA() (bge.types.KX_VertexProxy method), 1103
 getSceneList() (in module bge.logic), 1128
 getScreenPosition() (bge.types.KX_Camera method), 1115
 getScreenRay() (bge.types.KX_Camera method), 1116
 getScreenVect() (bge.types.KX_Camera method), 1115
 getSeed() (bge.types.SCA_RandomSensor method), 1112
 getShader() (bge.types.KX_BlenderMaterial method), 1064
 getSpectrum() (in module bge.logic), 1129
 getStripElem() (bpy.types.Sequence method), 738
 getTextureName() (bge.types.KX_MeshProxy method), 1079
 getTextureName() (bge.types.KX_PolyProxy method), 1086
 getUV() (bge.types.KX_VertexProxy method), 1103
 getUV2() (bge.types.KX_VertexProxy method), 1103
 getVectTo() (bge.types.KX_GameObject method), 1073
 getVelocity() (bge.types.KX_GameObject method), 1071
 getVertex() (bge.types.KX_MeshProxy method), 1079
 getVertexArrayLength() (bge.types.KX_MeshProxy method), 1079
 getVertexIndex() (bge.types.KX_PolyProxy method), 1086
 getVertexProg() (bge.types.BL_Shader method), 1059
 getWheelOrientationQuaternion() (bge.types.KX_VehicleWrapper method), 1100
 getWheelPosition() (bge.types.KX_VehicleWrapper method), 1100
 getWheelRotation() (bge.types.KX_VehicleWrapper method), 1100
 getWindowHeight() (in module bge.render), 1141
 getWindowWidth() (in module bge.render), 1141
 getWorldToCamera() (bge.types.KX_Camera method), 1115
 getXYZ() (bge.types.KX_VertexProxy method), 1103
 ghost (bge.types.KX_ParentActuator attribute), 1084
 ghost_curves_clear() (in module bpy.ops.graph), 32
 ghost_curves_create() (in module bpy.ops.graph), 32
 ghost_frame_end (bpy.types.Armature attribute), 165
 ghost_frame_start (bpy.types.Armature attribute), 165
 ghost_range_max (bpy.types.GPencilLayer attribute), 386
 ghost_size (bpy.types.Armature attribute), 165
 ghost_step (bpy.types.Armature attribute), 166
 ghost_type (bpy.types.Armature attribute), 166
 GKEY (in module bge.events), 1145
 gl_clip_alpha (bpy.types.UserPreferencesSystem attribute), 964
 gl_free() (bpy.types.Image method), 417
 gl_load() (bpy.types.Image method), 417
 gl_texture (bge.types.KX_PolygonMaterial attribute), 1089
 gl_texture_limit (bpy.types.UserPreferencesSystem attribute), 964
 glare_type (bpy.types.CompositorNodeGlare attribute), 259
 globalDict (in module bge.logic), 1128
 gloss_anisotropic (bpy.types.MaterialRaytraceMirror attribute), 516
 gloss_factor (bpy.types.MaterialRaytraceMirror attribute), 516
 gloss_factor (bpy.types.MaterialRaytraceTransparency attribute), 517
 gloss_samples (bpy.types.MaterialRaytraceMirror attribute), 516
 gloss_samples (bpy.types.MaterialRaytraceTransparency attribute), 517
 gloss_threshold (bpy.types.MaterialRaytraceMirror attribute), 516
 gloss_threshold (bpy.types.MaterialRaytraceTransparency attribute), 517
 GlowSequence (class in bpy.types), 399
 glsl_shader (bpy.types.Filter2DActuator attribute), 375
 goal_default (bpy.types.ClothSettings attribute), 221
 goal_default (bpy.types.SoftBodySettings attribute), 782
 goal_friction (bpy.types.ClothSettings attribute), 221
 goal_friction (bpy.types.SoftBodySettings attribute), 782
 goal_max (bpy.types.ClothSettings attribute), 221
 goal_max (bpy.types.SoftBodySettings attribute), 782
 goal_min (bpy.types.ClothSettings attribute), 221
 goal_min (bpy.types.SoftBodySettings attribute), 782
 goal_spring (bpy.types.ClothSettings attribute), 221

- goal_spring (bpy.types.SoftBodySettings attribute), 782
- GPencilFrame (class in bpy.types), 384
- GPencilFrame.strokes (in module bpy.types), 384
- GPencilLayer (class in bpy.types), 385
- GPencilLayer.active_frame (in module bpy.types), 385
- GPencilLayer.frames (in module bpy.types), 385
- GPencilStroke (class in bpy.types), 387
- GPencilStroke.points (in module bpy.types), 387
- GPencilStrokePoint (class in bpy.types), 388
- grab_clone() (in module bpy.ops.paint), 81
- gravity (bpy.types.ClothSettings attribute), 222
- gravity (bpy.types.DomainFluidSettings attribute), 322
- gravity (bpy.types.EffectorWeights attribute), 341
- gravity (bpy.types.Scene attribute), 713
- gravity (bpy.types.SoftBodySettings attribute), 783
- grease_pencil (bpy.types.NodeTree attribute), 593
- grease_pencil (bpy.types.Object attribute), 599
- grease_pencil (bpy.types.Scene attribute), 713
- grease_pencil (bpy.types.SpaceImageEditor attribute), 797
- grease_pencil_eraser_radius (bpy.types.UserPreferencesEdit attribute), 955
- grease_pencil_euclidean_distance (bpy.types.UserPreferencesEdit attribute), 956
- grease_pencil_manhattan_distance (bpy.types.UserPreferencesEdit attribute), 956
- GreasePencil (class in bpy.types), 401
- GreasePencil.layers (in module bpy.types), 401
- grid (bpy.types.ThemeAudioWindow attribute), 875
- grid (bpy.types.ThemeDopeSheet attribute), 879
- grid (bpy.types.ThemeGraphEditor attribute), 884
- grid (bpy.types.ThemeNLAEditor attribute), 892
- grid (bpy.types.ThemeSequenceEditor attribute), 898
- grid (bpy.types.ThemeTimeline attribute), 903
- grid (bpy.types.ThemeView3D attribute), 908
- grid_levels (bpy.types.DomainFluidSettings attribute), 322
- grid_lines (bpy.types.SpaceView3D attribute), 813
- grid_resolution (bpy.types.ParticleSettings attribute), 641
- grid_scale (bpy.types.SpaceView3D attribute), 813
- grid_subdivisions (bpy.types.SpaceView3D attribute), 813
- group (bpy.types.ClothCollisionSettings attribute), 219
- group (bpy.types.EffectorWeights attribute), 341
- group (bpy.types.FCurve attribute), 352
- group (bpy.types.KeyingSetPath attribute), 453
- Group (class in bpy.types), 402
- Group.objects (in module bpy.types), 403
- Group.users_dupli_group (in module bpy.types), 403
- group_add() (in module bpy.ops.object), 67
- group_add() (in module bpy.ops.pose), 87
- group_assign() (in module bpy.ops.pose), 87
- group_deselect() (in module bpy.ops.pose), 87
- group_edit() (in module bpy.ops.node), 61
- group_instance_add() (in module bpy.ops.object), 67
- group_link() (in module bpy.ops.object), 67
- group_make() (in module bpy.ops.node), 61
- group_method (bpy.types.KeyingSetPath attribute), 453
- group_node (bpy.types.ThemeNodeEditor attribute), 893
- group_operation() (in module bpy.ops.outliner), 79
- group_remove() (in module bpy.ops.object), 67
- group_remove() (in module bpy.ops.pose), 88
- group_select() (in module bpy.ops.pose), 88
- group_unassign() (in module bpy.ops.pose), 88
- group_ungroup() (in module bpy.ops.node), 61
- GroupObjects (class in bpy.types), 404
- guide_clump_amount (bpy.types.FieldSettings attribute), 369
- guide_clump_shape (bpy.types.FieldSettings attribute), 369
- guide_free (bpy.types.FieldSettings attribute), 370
- guide_kink_amplitude (bpy.types.FieldSettings attribute), 370
- guide_kink_axis (bpy.types.FieldSettings attribute), 370
- guide_kink_frequency (bpy.types.FieldSettings attribute), 370
- guide_kink_shape (bpy.types.FieldSettings attribute), 370
- guide_kink_type (bpy.types.FieldSettings attribute), 370
- guide_minimum (bpy.types.FieldSettings attribute), 370
- ## H
- h (mathutils.Color attribute), 1013
- hair_step (bpy.types.ParticleSettings attribute), 641
- half_life_time (bpy.types.RandomActuator attribute), 685
- halo_intensity (bpy.types.SpotLamp attribute), 825
- halo_step (bpy.types.SpotLamp attribute), 825
- Handle (class in aud), 1053
- handle_align (bpy.types.ThemeGraphEditor attribute), 884
- handle_align (bpy.types.ThemeView3D attribute), 908
- handle_auto (bpy.types.ThemeGraphEditor attribute), 884
- handle_auto (bpy.types.ThemeView3D attribute), 908
- handle_free (bpy.types.ThemeGraphEditor attribute), 885
- handle_free (bpy.types.ThemeView3D attribute), 908
- handle_left (bpy.types.BezierSplinePoint attribute), 177
- handle_left (bpy.types.Keyframe attribute), 449
- handle_left (bpy.types.ShapeKeyBezierPoint attribute), 768
- handle_left_type (bpy.types.BezierSplinePoint attribute), 178
- handle_left_type (bpy.types.Keyframe attribute), 449
- handle_right (bpy.types.BezierSplinePoint attribute), 178
- handle_right (bpy.types.Keyframe attribute), 450

- handle_right (bpy.types.ShapeKeyBezierPoint attribute), 768
 handle_right_type (bpy.types.BezierSplinePoint attribute), 178
 handle_right_type (bpy.types.Keyframe attribute), 450
 handle_sel_align (bpy.types.ThemeGraphEditor attribute), 885
 handle_sel_align (bpy.types.ThemeView3D attribute), 908
 handle_sel_auto (bpy.types.ThemeGraphEditor attribute), 885
 handle_sel_auto (bpy.types.ThemeView3D attribute), 908
 handle_sel_free (bpy.types.ThemeGraphEditor attribute), 885
 handle_sel_free (bpy.types.ThemeView3D attribute), 908
 handle_sel_vect (bpy.types.ThemeGraphEditor attribute), 885
 handle_sel_vect (bpy.types.ThemeView3D attribute), 909
 handle_type() (in module bpy.ops.action), 4
 handle_type() (in module bpy.ops.graph), 32
 handle_type_set() (in module bpy.ops.curve), 17
 handle_vect (bpy.types.ThemeGraphEditor attribute), 885
 handle_vect (bpy.types.ThemeView3D attribute), 909
 handle_vertex (bpy.types.ThemeGraphEditor attribute), 885
 handle_vertex_select (bpy.types.ThemeGraphEditor attribute), 885
 handle_vertex_size (bpy.types.ThemeGraphEditor attribute), 885
 handles_view_toggle() (in module bpy.ops.graph), 32
 hardness (bpy.types.MaterialHalo attribute), 512
 hardness_factor (bpy.types.MaterialTextureSlot attribute), 523
 harmonic (bpy.types.EffectorWeights attribute), 341
 harmonic_damping (bpy.types.FieldSettings attribute), 370
 has_ghost_curves (bpy.types.SpaceGraphEditor attribute), 795
 has_ik (bge.types.BL_ArmatureChannel attribute), 1121
 hat (bge.types.SCA_JoystickSensor attribute), 1107
 hat_direction (bpy.types.JoystickSensor attribute), 433
 hat_number (bpy.types.JoystickSensor attribute), 433
 hatSingle (bge.types.SCA_JoystickSensor attribute), 1107
 hatValues (bge.types.SCA_JoystickSensor attribute), 1106
 head (bge.types.BL_ArmatureBone attribute), 1125
 head (bpy.types.Bone attribute), 194
 head (bpy.types.EditBone attribute), 332
 head_local (bpy.types.Bone attribute), 194
 head_radius (bpy.types.Bone attribute), 195
 head_radius (bpy.types.EditBone attribute), 333
 head_tail (bpy.types.CopyLocationConstraint attribute), 302
 head_tail (bpy.types.CopyTransformsConstraint attribute), 306
 head_tail (bpy.types.PivotConstraint attribute), 655
 head_tail (bpy.types.StretchToConstraint attribute), 829
 head_tail (bpy.types.TrackToConstraint attribute), 920
 header (bpy.types.ThemeAudioWindow attribute), 875
 header (bpy.types.ThemeConsole attribute), 877
 header (bpy.types.ThemeDopeSheet attribute), 879
 header (bpy.types.ThemeFileBrowser attribute), 881
 header (bpy.types.ThemeGraphEditor attribute), 885
 header (bpy.types.ThemeImageEditor attribute), 887
 header (bpy.types.ThemeInfo attribute), 889
 header (bpy.types.ThemeLogicEditor attribute), 890
 header (bpy.types.ThemeNLAEditor attribute), 892
 header (bpy.types.ThemeNodeEditor attribute), 893
 header (bpy.types.ThemeOutliner attribute), 895
 header (bpy.types.ThemeProperties attribute), 897
 header (bpy.types.ThemeSequenceEditor attribute), 898
 header (bpy.types.ThemeTextEditor attribute), 901
 header (bpy.types.ThemeTimeline attribute), 903
 header (bpy.types.ThemeUserPreferences attribute), 906
 header (bpy.types.ThemeView3D attribute), 909
 Header (class in bpy.types), 405
 Header.layout (in module bpy.types), 405
 header_flip() (in module bpy.ops.screen), 94
 header_text (bpy.types.ThemeAudioWindow attribute), 875
 header_text (bpy.types.ThemeConsole attribute), 877
 header_text (bpy.types.ThemeDopeSheet attribute), 879
 header_text (bpy.types.ThemeFileBrowser attribute), 881
 header_text (bpy.types.ThemeGraphEditor attribute), 885
 header_text (bpy.types.ThemeImageEditor attribute), 887
 header_text (bpy.types.ThemeInfo attribute), 889
 header_text (bpy.types.ThemeLogicEditor attribute), 890
 header_text (bpy.types.ThemeNLAEditor attribute), 892
 header_text (bpy.types.ThemeNodeEditor attribute), 894
 header_text (bpy.types.ThemeOutliner attribute), 895
 header_text (bpy.types.ThemeProperties attribute), 897
 header_text (bpy.types.ThemeSequenceEditor attribute), 898
 header_text (bpy.types.ThemeTextEditor attribute), 901
 header_text (bpy.types.ThemeTimeline attribute), 903
 header_text (bpy.types.ThemeUserPreferences attribute), 906
 header_text (bpy.types.ThemeView3D attribute), 909
 header_text_hi (bpy.types.ThemeAudioWindow attribute), 875
 header_text_hi (bpy.types.ThemeConsole attribute), 877
 header_text_hi (bpy.types.ThemeDopeSheet attribute), 879
 header_text_hi (bpy.types.ThemeFileBrowser attribute), 881
 header_text_hi (bpy.types.ThemeGraphEditor attribute), 885
 header_text_hi (bpy.types.ThemeImageEditor attribute), 887
 header_text_hi (bpy.types.ThemeInfo attribute), 889
 header_text_hi (bpy.types.ThemeLogicEditor attribute), 890
 header_text_hi (bpy.types.ThemeNLAEditor attribute), 892
 header_text_hi (bpy.types.ThemeNodeEditor attribute), 894
 header_text_hi (bpy.types.ThemeOutliner attribute), 895
 header_text_hi (bpy.types.ThemeProperties attribute), 897
 header_text_hi (bpy.types.ThemeSequenceEditor attribute), 898
 header_text_hi (bpy.types.ThemeTextEditor attribute), 901
 header_text_hi (bpy.types.ThemeTimeline attribute), 903
 header_text_hi (bpy.types.ThemeUserPreferences attribute), 906
 header_text_hi (bpy.types.ThemeView3D attribute), 909

- header_text_hi (bpy.types.ThemeImageEditor attribute), 887
- header_text_hi (bpy.types.ThemeInfo attribute), 889
- header_text_hi (bpy.types.ThemeLogicEditor attribute), 890
- header_text_hi (bpy.types.ThemeNLAEditor attribute), 892
- header_text_hi (bpy.types.ThemeNodeEditor attribute), 894
- header_text_hi (bpy.types.ThemeOutliner attribute), 895
- header_text_hi (bpy.types.ThemeProperties attribute), 897
- header_text_hi (bpy.types.ThemeSequenceEditor attribute), 898
- header_text_hi (bpy.types.ThemeTextEditor attribute), 901
- header_text_hi (bpy.types.ThemeTimeline attribute), 903
- header_text_hi (bpy.types.ThemeUserPreferences attribute), 906
- header_text_hi (bpy.types.ThemeView3D attribute), 909
- header_text_set() (bpy.types.Area method), 162
- header_toolbox() (in module bpy.ops.screen), 94
- headtail (bge.types.BL_ArmatureConstraint attribute), 1119
- health (bpy.types.BoidSettings attribute), 191
- height (bge.types.KX_CameraActuator attribute), 1064
- height (bpy.types.BoidSettings attribute), 191
- height (bpy.types.CameraActuator attribute), 212
- height (bpy.types.TextBox attribute), 843
- height (bpy.types.WaveModifier attribute), 984
- height (bpy.types.WorldMistSettings attribute), 997
- HemiLamp (class in bpy.types), 406
- hide (bpy.types.BezierSplinePoint attribute), 178
- hide (bpy.types.Bone attribute), 195
- hide (bpy.types.EditBone attribute), 333
- hide (bpy.types.FCurve attribute), 352
- hide (bpy.types.GPencilLayer attribute), 386
- hide (bpy.types.MeshEdge attribute), 539
- hide (bpy.types.MeshFace attribute), 542
- hide (bpy.types.MeshTextureFace attribute), 549
- hide (bpy.types.MeshVertex attribute), 553
- hide (bpy.types.MetaElement attribute), 559
- hide (bpy.types.Object attribute), 599
- hide (bpy.types.Spline attribute), 818
- hide (bpy.types.SplinePoint attribute), 823
- hide() (in module bpy.ops.armature), 11
- hide() (in module bpy.ops.curve), 17
- hide() (in module bpy.ops.mesh), 48
- hide() (in module bpy.ops.particle), 85
- hide() (in module bpy.ops.pose), 88
- hide() (in module bpy.ops.uv), 123
- hide_metaelems() (in module bpy.ops.mball), 44
- hide_recent_locations (bpy.types.UserPreferencesFilePaths attribute), 959
- hide_render (bpy.types.Object attribute), 599
- hide_render_clear() (in module bpy.ops.object), 67
- hide_render_clear_all() (in module bpy.ops.object), 67
- hide_render_set() (in module bpy.ops.object), 67
- hide_select (bpy.types.Bone attribute), 195
- hide_select (bpy.types.EditBone attribute), 333
- hide_select (bpy.types.Object attribute), 599
- hide_socket_toggle() (in module bpy.ops.node), 61
- hide_toggle() (in module bpy.ops.node), 61
- hide_view_clear() (in module bpy.ops.object), 67
- hide_view_set() (in module bpy.ops.object), 67
- hidedot() (in module bpy.ops.file), 26
- highlight() (in module bpy.ops.file), 26
- hinge (bge.types.BL_ArmatureBone attribute), 1125
- Histogram (class in bpy.types), 407
- history_append() (in module bpy.ops.console), 15
- history_cycle() (in module bpy.ops.console), 15
- hitNormal (bge.types.KX_MouseFocusSensor attribute), 1081
- hitNormal (bge.types.KX_RaySensor attribute), 1092
- hitObject (bge.types.KX_MouseFocusSensor attribute), 1080
- hitObject (bge.types.KX_RaySensor attribute), 1092
- hitObject (bge.types.KX_TouchSensor attribute), 1081
- hitObjectList (bge.types.KX_TouchSensor attribute), 1081
- hitPosition (bge.types.KX_MouseFocusSensor attribute), 1080
- hitPosition (bge.types.KX_RaySensor attribute), 1092
- hitUV (bge.types.KX_MouseFocusSensor attribute), 1081
- HKEY (in module bge.events), 1145
- hold1 (bge.types.SCA_KeyboardSensor attribute), 1108
- hold2 (bge.types.SCA_KeyboardSensor attribute), 1108
- HOMEKEY (in module bge.events), 1148
- hook_add_newobj() (in module bpy.ops.object), 68
- hook_add_selobj() (in module bpy.ops.object), 68
- hook_assign() (in module bpy.ops.object), 68
- hook_recenter() (in module bpy.ops.object), 68
- hook_remove() (in module bpy.ops.object), 68
- hook_reset() (in module bpy.ops.object), 68
- hook_select() (in module bpy.ops.object), 68
- HookModifier (class in bpy.types), 408
- horizon_brightness (bpy.types.LampSkySettings attribute), 463
- horizon_color (bpy.types.World attribute), 993
- horizon_factor (bpy.types.WorldTextureSlot attribute), 999
- hsv (mathutils.Color attribute), 1014
- I
- icon_file (bpy.types.ThemeUserInterface attribute), 904
- icon_filepath (bpy.types.Brush attribute), 202
- id (bpy.types.DriverTarget attribute), 328

- id (bpy.types.KeyingSetPath attribute), 454
- ID (class in bpy.types), 409
- ID.library (in module bpy.types), 409
- ID.users (in module bpy.types), 409
- id_data (bpy.types.bpy_struct attribute), 1007
- id_operation() (in module bpy.ops.outliner), 79
- id_type (bpy.types.DriverTarget attribute), 328
- id_type (bpy.types.KeyingSetPath attribute), 454
- identity() (mathutils.Matrix method), 1017
- IDMaterials (class in bpy.types), 410
- idname (bpy.types.KeyMapItem attribute), 440
- IDProperty (class in bpy.types), 411
- IDProperty.collection (in module bpy.types), 411
- IDProperty.group (in module bpy.types), 412
- IDProperty.idp_array (in module bpy.types), 412
- IDPropertyGroup (class in bpy.types), 413
- ik_add() (in module bpy.ops.pose), 88
- ik_clear() (in module bpy.ops.pose), 88
- ik_dist (bge.types.BL_ArmatureConstraint attribute), 1120
- ik_dof_x (bge.types.BL_ArmatureChannel attribute), 1121
- ik_dof_y (bge.types.BL_ArmatureChannel attribute), 1121
- ik_dof_z (bge.types.BL_ArmatureChannel attribute), 1121
- ik_flag (bge.types.BL_ArmatureConstraint attribute), 1120
- ik_limit_x (bge.types.BL_ArmatureChannel attribute), 1122
- ik_limit_y (bge.types.BL_ArmatureChannel attribute), 1122
- ik_limit_z (bge.types.BL_ArmatureChannel attribute), 1122
- ik_lin_control (bge.types.BL_ArmatureChannel attribute), 1122
- ik_lin_weight (bge.types.BL_ArmatureChannel attribute), 1124
- ik_linear_weight (bpy.types.PoseBone attribute), 670
- ik_max_x (bge.types.BL_ArmatureChannel attribute), 1123
- ik_max_x (bpy.types.PoseBone attribute), 670
- ik_max_y (bge.types.BL_ArmatureChannel attribute), 1123
- ik_max_y (bpy.types.PoseBone attribute), 670
- ik_max_z (bge.types.BL_ArmatureChannel attribute), 1124
- ik_max_z (bpy.types.PoseBone attribute), 670
- ik_min_x (bge.types.BL_ArmatureChannel attribute), 1123
- ik_min_x (bpy.types.PoseBone attribute), 670
- ik_min_y (bge.types.BL_ArmatureChannel attribute), 1123
- ik_min_y (bpy.types.PoseBone attribute), 670
- ik_min_z (bge.types.BL_ArmatureChannel attribute), 1124
- ik_min_z (bpy.types.PoseBone attribute), 670
- ik_mode (bge.types.BL_ArmatureConstraint attribute), 1121
- ik_rot_control (bge.types.BL_ArmatureChannel attribute), 1122
- ik_rot_weight (bge.types.BL_ArmatureChannel attribute), 1124
- ik_rotation_weight (bpy.types.PoseBone attribute), 671
- ik_solver (bpy.types.Pose attribute), 669
- ik_stiffness_x (bge.types.BL_ArmatureChannel attribute), 1124
- ik_stiffness_x (bpy.types.PoseBone attribute), 671
- ik_stiffness_y (bge.types.BL_ArmatureChannel attribute), 1124
- ik_stiffness_y (bpy.types.PoseBone attribute), 671
- ik_stiffness_z (bge.types.BL_ArmatureChannel attribute), 1124
- ik_stiffness_z (bpy.types.PoseBone attribute), 671
- ik_stretch (bge.types.BL_ArmatureChannel attribute), 1124
- ik_stretch (bpy.types.PoseBone attribute), 671
- ik_type (bge.types.BL_ArmatureConstraint attribute), 1120
- ik_type (bpy.types.KinematicConstraint attribute), 458
- ik_weight (bge.types.BL_ArmatureConstraint attribute), 1120
- IKEY (in module bge.events), 1145
- IKParam (class in bpy.types), 413
- IKParam.ik_solver (in module bpy.types), 413
- image (bpy.types.BackgroundImage attribute), 175
- image (bpy.types.CompositorNodeImage attribute), 263
- image (bpy.types.EnvironmentMapTexture attribute), 346
- image (bpy.types.ImageTexture attribute), 423
- image (bpy.types.MeshTextureFace attribute), 549
- image (bpy.types.SpaceImageEditor attribute), 797
- image (bpy.types.TextureNodeImage attribute), 859
- image (bpy.types.UVProjectModifier attribute), 949
- image (bpy.types.VoxelDataTexture attribute), 982
- Image (class in bpy.types), 414
- Image.bindcode (in module bpy.types), 414
- Image.depth (in module bpy.types), 414
- Image.has_data (in module bpy.types), 415
- Image.is_dirty (in module bpy.types), 415
- Image.packed_file (in module bpy.types), 415
- Image.size (in module bpy.types), 416
- Image.type (in module bpy.types), 416
- image_editor (bpy.types.UserPreferencesFilePaths attribute), 959
- image_from_view() (in module bpy.ops.paint), 81
- image_paint() (in module bpy.ops.paint), 81
- image_paint_radial_control() (in module bpy.ops.paint), 81

- image_strip (bpy.types.ThemeSequenceEditor attribute), 898
- image_strip_add() (in module bpy.ops.sequencer), 98
- image_type (bpy.types.CompositorNodeOutputFile attribute), 272
- ImagePaint (class in bpy.types), 418
- imagepaint_tool (bpy.types.Brush attribute), 203
- images_separate() (in module bpy.ops.sequencer), 99
- ImageSequence (class in bpy.types), 420
- ImageSequence.color_balance (in module bpy.types), 420
- ImageSequence.crop (in module bpy.types), 420
- ImageSequence.elements (in module bpy.types), 420
- ImageSequence.proxy (in module bpy.types), 420
- ImageSequence.transform (in module bpy.types), 420
- ImageTexture (class in bpy.types), 422
- ImageTexture.image_user (in module bpy.types), 423
- ImageTexture.users_material (in module bpy.types), 424
- ImageTexture.users_object_modifier (in module bpy.types), 424
- ImageUser (class in bpy.types), 425
- ImageUser.multilayer_layer (in module bpy.types), 426
- ImageUser.multilayer_pass (in module bpy.types), 426
- impact_factor (bpy.types.ObstacleFluidSettings attribute), 613
- in_out_node (bpy.types.ThemeNodeEditor attribute), 894
- indent() (in module bpy.ops.text), 108
- indented_layout() (bpy.types.InputKeyMapPanel method), 428
- index (bge.types.SCA_JoystickSensor attribute), 1107
- index (bpy.types.CompositorNodeIDMask attribute), 262
- index (bpy.types.PointCache attribute), 660
- index() (bge.types.CListValue method), 1063
- indirect_bounces (bpy.types.WorldLighting attribute), 995
- indirect_factor (bpy.types.WorldLighting attribute), 995
- inflow (bpy.types.FieldSettings attribute), 370
- inflow_velocity (bpy.types.InflowFluidSettings attribute), 427
- InflowFluidSettings (class in bpy.types), 427
- influence (bpy.types.Constraint attribute), 293
- influence (bpy.types.NlaStrip attribute), 585
- info (bpy.types.GPencilLayer attribute), 386
- inherit_scale (bge.types.BL_ArmatureBone attribute), 1125
- initial_velocity (bpy.types.FluidFluidSettings attribute), 379
- initial_velocity (bpy.types.SmokeFlowSettings attribute), 777
- inner (bpy.types.ThemeWidgetColors attribute), 911
- inner_anim (bpy.types.ThemeWidgetStateColors attribute), 912
- inner_anim_sel (bpy.types.ThemeWidgetStateColors attribute), 912
- inner_driven (bpy.types.ThemeWidgetStateColors attribute), 912
- inner_driven_sel (bpy.types.ThemeWidgetStateColors attribute), 912
- inner_key (bpy.types.ThemeWidgetStateColors attribute), 912
- inner_key_sel (bpy.types.ThemeWidgetStateColors attribute), 913
- inner_sel (bpy.types.ThemeWidgetColors attribute), 911
- InputKeyMapPanel (class in bpy.types), 428
- insert() (in module bpy.ops.console), 15
- insert() (in module bpy.ops.text), 108
- insert_lorem() (in module bpy.ops.font), 28
- INSERTKEY (in module bge.events), 1148
- instantAddObject() (bge.types.KX_SCA_AddObjectActuator method), 1093
- instantReplaceMesh() (bge.types.KX_SCA_ReplaceMeshActuator method), 1095
- int (bpy.types.IDProperty attribute), 412
- int_array (bpy.types.IDProperty attribute), 412
- int_max (bpy.types.RandomActuator attribute), 685
- int_mean (bpy.types.RandomActuator attribute), 685
- int_min (bpy.types.RandomActuator attribute), 685
- int_value (bpy.types.RandomActuator attribute), 685
- integral_coefficient (bpy.types.ObjectActuator attribute), 608
- integrator (bpy.types.ParticleSettings attribute), 641
- intensity (bpy.types.CompositorNodeTonemap attribute), 284
- intensity (bpy.types.Texture attribute), 850
- intensity (bpy.types.VoxelData attribute), 981
- intensity (bpy.types.WorldMistSettings attribute), 997
- interaction_preset_add() (in module bpy.ops.wm), 135
- internal_friction (bpy.types.ClothSettings attribute), 222
- interpolation (bpy.types.ColorRamp attribute), 230
- interpolation (bpy.types.Keyframe attribute), 450
- interpolation (bpy.types.ShapeKey attribute), 766
- interpolation (bpy.types.TransformSequence attribute), 924
- interpolation (bpy.types.VoxelData attribute), 981
- interpolation_type() (in module bpy.ops.action), 4
- interpolation_type() (in module bpy.ops.graph), 32
- interpolation_type_u (bpy.types.Lattice attribute), 467
- interpolation_type_v (bpy.types.Lattice attribute), 467
- interpolation_type_w (bpy.types.Lattice attribute), 467
- Intersect() (in module mathutils.geometry), 1042
- IntProperty (class in bpy.types), 429
- IntProperty() (in module bpy.props), 1012
- IntProperty.array_length (in module bpy.types), 429
- IntProperty.default (in module bpy.types), 429
- IntProperty.default_array (in module bpy.types), 429
- IntProperty.hard_max (in module bpy.types), 429
- IntProperty.hard_min (in module bpy.types), 429
- IntProperty.soft_max (in module bpy.types), 430

- IntProperty.soft_min (in module bpy.types), 430
- IntProperty.step (in module bpy.types), 430
- introspect() (bpy.types.UILayout method), 948
- IntVectorProperty() (in module bpy.props), 1012
- invalid (bge.types.PyObjectPlus attribute), 1055
- invert (bge.types.SCA_ISensor attribute), 1057
- invert (bpy.types.Sensor attribute), 734
- invert (bpy.types.TextureSlot attribute), 871
- invert() (mathutils.Matrix method), 1017
- invert_alpha (bpy.types.CompositorNodeInvert attribute), 264
- invert_alpha (bpy.types.ImageTexture attribute), 423
- invert_gain (bpy.types.SequenceColorBalance attribute), 739
- invert_gamma (bpy.types.SequenceColorBalance attribute), 739
- invert_grid (bpy.types.ParticleSettings attribute), 641
- invert_lift (bpy.types.SequenceColorBalance attribute), 739
- invert_mouse_wheel_zoom (bpy.types.UserPreferencesInput attribute), 961
- invert_normal (bpy.types.ShaderNodeExtendedMaterial attribute), 747
- invert_normal (bpy.types.ShaderNodeMaterial attribute), 752
- invert_rgb (bpy.types.CompositorNodeInvert attribute), 264
- invert_stencil (bpy.types.ImagePaint attribute), 418
- invert_vertex_group (bpy.types.MaskModifier attribute), 504
- invert_vertex_group (bpy.types.MeshDeformModifier attribute), 538
- invert_vertex_group (bpy.types.SolidifyModifier attribute), 785
- invert_vertex_group_clump (bpy.types.ParticleSystem attribute), 649
- invert_vertex_group_density (bpy.types.ParticleSystem attribute), 649
- invert_vertex_group_field (bpy.types.ParticleSystem attribute), 649
- invert_vertex_group_kink (bpy.types.ParticleSystem attribute), 649
- invert_vertex_group_length (bpy.types.ParticleSystem attribute), 649
- invert_vertex_group_multi_modifier (bpy.types.ArmatureModifier attribute), 171
- invert_vertex_group_rotation (bpy.types.ParticleSystem attribute), 649
- invert_vertex_group_roughness_1 (bpy.types.ParticleSystem attribute), 649
- invert_vertex_group_roughness_2 (bpy.types.ParticleSystem attribute), 650
- invert_vertex_group_roughness_end (bpy.types.ParticleSystem attribute), 650
- invert_vertex_group_size (bpy.types.ParticleSystem attribute), 650
- invert_vertex_group_tangent (bpy.types.ParticleSystem attribute), 650
- invert_vertex_group_velocity (bpy.types.ParticleSystem attribute), 650
- invert_x (bpy.types.CopyLocationConstraint attribute), 302
- invert_x (bpy.types.CopyRotationConstraint attribute), 304
- invert_y (bpy.types.CopyLocationConstraint attribute), 302
- invert_y (bpy.types.CopyRotationConstraint attribute), 304
- invert_z (bpy.types.CopyLocationConstraint attribute), 302
- invert_z (bpy.types.CopyRotationConstraint attribute), 304
- invert_z (bpy.types.Material attribute), 506
- invert_zmask (bpy.types.SceneRenderLayer attribute), 723
- invert_zoom_wheel (bpy.types.UserPreferencesInput attribute), 961
- invoke() (bpy.types.Operator method), 616
- invoke_confirm() (bpy.types.WindowManager class method), 988
- invoke_popup() (bpy.types.WindowManager class method), 988
- invoke_props_dialog() (bpy.types.WindowManager class method), 987
- invoke_props_popup() (bpy.types.WindowManager class method), 987
- invoke_search_popup() (bpy.types.WindowManager class method), 988
- ior (bpy.types.MaterialRaytraceTransparency attribute), 517
- ior (bpy.types.MaterialSubsurfaceScattering attribute), 521
- is_edited (bpy.types.GPencilFrame attribute), 384
- is_fgon (bpy.types.MeshEdge attribute), 540
- is_loose (bpy.types.MeshEdge attribute), 540
- is_modified (bpy.types.MotionPath attribute), 566
- is_negative (mathutils.Matrix attribute), 1019
- is_property_hidden() (bpy.types.bpy_struct method), 1005
- is_property_set() (bpy.types.bpy_struct method), 1005
- is_proxy_local (bpy.types.Constraint attribute), 293
- is_subdir() (in module bpy.path), 1009
- is_user_defined (bpy.types.KeyMap attribute), 437
- is_valid (bpy.types.Driver attribute), 327
- is_valid (bpy.types.FCurve attribute), 352
- is_valid (bpy.types.ParticleTarget attribute), 654

- is_visible() (bpy.types.Object method), 604
 - is_wrapped (mathutils.Color attribute), 1014
 - is_wrapped (mathutils.Euler attribute), 1015
 - is_wrapped (mathutils.Matrix attribute), 1019
 - is_wrapped (mathutils.Quaternion attribute), 1021
 - is_wrapped (mathutils.Vector attribute), 1025
 - isA() (bge.types.PyObjectPlus method), 1055
 - isCollider() (bge.types.KX_PolyProxy method), 1086
 - isolate_type_render() (in module bpy.ops.object), 68
 - isValid() (bge.types.BL_Shader method), 1059
 - isVisible() (bge.types.KX_PolyProxy method), 1086
 - Itasc (class in bpy.types), 431
 - item (bpy.types.ThemeWidgetColors attribute), 911
 - item_activate() (in module bpy.ops.outliner), 80
 - item_openclose() (in module bpy.ops.outliner), 80
 - item_rename() (in module bpy.ops.outliner), 80
 - items() (bpy.types.bpy_struct method), 1006
 - iterations (bpy.types.CompositorNodeBilateralblur attribute), 236
 - iterations (bpy.types.CompositorNodeDBLur attribute), 251
 - iterations (bpy.types.CompositorNodeGlare attribute), 259
 - iterations (bpy.types.Itasc attribute), 431
 - iterations (bpy.types.KinematicConstraint attribute), 458
 - iterations (bpy.types.ScrewModifier attribute), 732
 - iterations (bpy.types.SmoothModifier attribute), 779
 - iterator() (bpy.types.KeyingSetInfo method), 452
- ## J
- jitter (bpy.types.Brush attribute), 203
 - jitter_factor (bpy.types.ParticleSettings attribute), 641
 - JKEY (in module bge.events), 1145
 - job_category (bpy.types.NetRenderSettings attribute), 582
 - job_id (bpy.types.NetRenderSettings attribute), 582
 - job_name (bpy.types.NetRenderSettings attribute), 582
 - job_type (bpy.types.NetRenderSettings attribute), 582
 - join() (in module bpy.ops.object), 68
 - join_shapes() (in module bpy.ops.object), 68
 - join_uvvs() (in module bpy.ops.object), 68
 - joint_bindings (bpy.types.SplineIKConstraint attribute), 821
 - joint_rotation (bge.types.BL_ArmatureChannel attribute), 1124
 - joystick_index (bpy.types.JoystickSensor attribute), 433
 - JoystickSensor (class in bpy.types), 432
 - jump() (in module bpy.ops.text), 108
- ## K
- keep (aud.Handle attribute), 1054
 - keep_axis (bpy.types.StretchToConstraint attribute), 829
 - KERNING_DEFAULT (in module blf), 1044
 - key (bge.types.SCA_KeyboardSensor attribute), 1108
 - key (bpy.types.CompositorNodeTonemap attribute), 284
 - key (bpy.types.KeyboardSensor attribute), 447
 - Key (class in bpy.types), 434
 - Key.animation_data (in module bpy.types), 434
 - Key.keys (in module bpy.types), 434
 - Key.reference_key (in module bpy.types), 434
 - Key.user (in module bpy.types), 434
 - key_modifier (bpy.types.KeyMapItem attribute), 440
 - keyboard (in module bge.logic), 1128
 - KeyboardSensor (class in bpy.types), 447
 - KeyConfig (class in bpy.types), 435
 - KeyConfig.is_user_defined (in module bpy.types), 435
 - KeyConfig.keymaps (in module bpy.types), 435
 - keyconfig_activate() (in module bpy.ops.wm), 135
 - keyconfig_export() (in module bpy.ops.wm), 135
 - keyconfig_import() (in module bpy.ops.wm), 135
 - keyconfig_preset_add() (in module bpy.ops.wm), 136
 - keyconfig_remove() (in module bpy.ops.wm), 136
 - keyconfig_set() (in module bpy.types), 1008
 - keyconfig_test() (in module bpy.ops.wm), 136
 - KeyConfigurations (class in bpy.types), 436
 - KeyConfigurations.default (in module bpy.types), 436
 - keyed_loops (bpy.types.ParticleSettings attribute), 641
 - keyframe (bpy.types.ThemeSequenceEditor attribute), 899
 - Keyframe (class in bpy.types), 449
 - keyframe_delete() (bpy.types.bpy_struct method), 1006
 - keyframe_delete() (in module bpy.ops.anim), 8
 - keyframe_delete_button() (in module bpy.ops.anim), 8
 - keyframe_delete_v3d() (in module bpy.ops.anim), 8
 - keyframe_insert() (bpy.types.bpy_struct method), 1006
 - keyframe_insert() (in module bpy.ops.action), 4
 - keyframe_insert() (in module bpy.ops.anim), 8
 - keyframe_insert() (in module bpy.ops.graph), 32
 - keyframe_insert_button() (in module bpy.ops.anim), 8
 - keyframe_insert_menu() (in module bpy.ops.anim), 8
 - keyframe_jump() (in module bpy.ops.screen), 94
 - keyframe_new_handle_type (bpy.types.UserPreferencesEdit attribute), 956
 - keyframe_new_interpolation_type (bpy.types.UserPreferencesEdit attribute), 956
 - keyframe_type() (in module bpy.ops.action), 5
 - keying_set_active_set() (in module bpy.ops.anim), 8
 - keying_set_add() (in module bpy.ops.anim), 8
 - keying_set_export() (in module bpy.ops.anim), 9
 - keying_set_path_add() (in module bpy.ops.anim), 9
 - keying_set_path_remove() (in module bpy.ops.anim), 9
 - keying_set_remove() (in module bpy.ops.anim), 9
 - KeyingSet (class in bpy.types), 451
 - KeyingSet.is_path_absolute (in module bpy.types), 451
 - KeyingSet.paths (in module bpy.types), 451
 - KeyingSet.type_info (in module bpy.types), 451

- keyingset_add_selected() (in module bpy.ops.outliner), 80
- keyingset_button_add() (in module bpy.ops.anim), 9
- keyingset_button_remove() (in module bpy.ops.anim), 9
- keyingset_remove_selected() (in module bpy.ops.outliner), 80
- KeyingSetInfo (class in bpy.types), 452
- KeyingSetPath (class in bpy.types), 453
- KeyingSetPaths (class in bpy.types), 455
- KeyingSets (class in bpy.types), 456
- KeyingSetsAll (class in bpy.types), 457
- keyitem_add() (in module bpy.ops.wm), 136
- keyitem_remove() (in module bpy.ops.wm), 136
- keyitem_restore() (in module bpy.ops.wm), 136
- KeyMap (class in bpy.types), 437
- KeyMap.is_modal (in module bpy.types), 437
- KeyMap.items (in module bpy.types), 437
- KeyMap.name (in module bpy.types), 438
- KeyMap.region_type (in module bpy.types), 438
- KeyMap.space_type (in module bpy.types), 438
- keymap_edit() (in module bpy.ops.wm), 136
- keymap_restore() (in module bpy.ops.wm), 136
- KeyMapItem (class in bpy.types), 439
- KeyMapItem.id (in module bpy.types), 439
- KeyMapItem.is_user_defined (in module bpy.types), 440
- KeyMapItem.name (in module bpy.types), 440
- KeyMapItem.properties (in module bpy.types), 440
- KeyMapItems (class in bpy.types), 442
- KeyMaps (class in bpy.types), 445
- keys() (bpy.types.bpy_struct method), 1006
- keys_step (bpy.types.ParticleSettings attribute), 641
- KinematicConstraint (class in bpy.types), 458
- kink (bpy.types.ParticleSettings attribute), 641
- kink_amplitude (bpy.types.ParticleSettings attribute), 641
- kink_axis (bpy.types.ParticleSettings attribute), 641
- kink_frequency (bpy.types.ParticleSettings attribute), 641
- kink_shape (bpy.types.ParticleSettings attribute), 642
- KKEY (in module bge.events), 1145
- knife_cut() (in module bpy.ops.mesh), 48
- KX_ACT_CONSTRAINT_DISTANCE (in module bge.logic), 1133
- KX_ACT_CONSTRAINT_DOROTFH (in module bge.logic), 1133
- KX_ACT_CONSTRAINT_FHNX (in module bge.logic), 1134
- KX_ACT_CONSTRAINT_FHNY (in module bge.logic), 1134
- KX_ACT_CONSTRAINT_FHNZ (in module bge.logic), 1134
- KX_ACT_CONSTRAINT_FHPX (in module bge.logic), 1134
- KX_ACT_CONSTRAINT_FHPY (in module bge.logic), 1134
- KX_ACT_CONSTRAINT_FHPZ (in module bge.logic), 1134
- KX_ACT_CONSTRAINT_LOCAL (in module bge.logic), 1133
- KX_ACT_CONSTRAINT_MATERIAL (in module bge.logic), 1133
- KX_ACT_CONSTRAINT_NORMAL (in module bge.logic), 1133
- KX_ACT_CONSTRAINT_PERMANENT (in module bge.logic), 1133
- KX_ACTIONACT_FLIPPER (in module bge.logic), 1133, 1136
- KX_ACTIONACT_LOOPEND (in module bge.logic), 1133, 1136
- KX_ACTIONACT_LOOPSTOP (in module bge.logic), 1133, 1136
- KX_ACTIONACT_PLAY (in module bge.logic), 1133, 1136
- KX_ACTIONACT_PROPERTY (in module bge.logic), 1133, 1136
- KX_ArmatureSensor (class in bge.types), 1117
- KX_ArmatureSensor.KX_ARMSENSOR_LIN_ERROR_ABOVE (in module bge.types), 1117
- KX_ArmatureSensor.KX_ARMSENSOR_LIN_ERROR_BELOW (in module bge.types), 1117
- KX_ArmatureSensor.KX_ARMSENSOR_ROT_ERROR_ABOVE (in module bge.types), 1118
- KX_ArmatureSensor.KX_ARMSENSOR_ROT_ERROR_BELOW (in module bge.types), 1118
- KX_ArmatureSensor.KX_ARMSENSOR_STATE_CHANGED (in module bge.types), 1117
- KX_BLENDER_GLSL_MATERIAL (in module bge.render), 1141
- KX_BLENDER_MULTITEX_MATERIAL (in module bge.render), 1141
- KX_BlenderMaterial (class in bge.types), 1064
- KX_Camera (class in bge.types), 1112
- KX_Camera.INSIDE (in module bge.types), 1112
- KX_Camera.INTERSECT (in module bge.types), 1112
- KX_Camera.OUTSIDE (in module bge.types), 1112
- KX_CameraActuator (class in bge.types), 1064
- KX_CONSTRAINTACT_DIRNX (in module bge.logic), 1133
- KX_CONSTRAINTACT_DIRNY (in module bge.logic), 1134
- KX_CONSTRAINTACT_DIRNZ (in module bge.logic), 1134
- KX_CONSTRAINTACT_DIRPX (in module bge.logic), 1134
- KX_CONSTRAINTACT_DIRPY (in module bge.logic), 1134
- KX_CONSTRAINTACT_DIRPZ (in module bge.logic), 1134

- KX_CONSTRAINTACT_LOCX (in module bge.logic), 1133
 KX_CONSTRAINTACT_LOCY (in module bge.logic), 1133
 KX_CONSTRAINTACT_LOCZ (in module bge.logic), 1133
 KX_CONSTRAINTACT_ORIX (in module bge.logic), 1134
 KX_CONSTRAINTACT_ORIY (in module bge.logic), 1134
 KX_CONSTRAINTACT_ORIZ (in module bge.logic), 1134
 KX_CONSTRAINTACT_ROTIX (in module bge.logic), 1133
 KX_CONSTRAINTACT_ROTXY (in module bge.logic), 1133
 KX_CONSTRAINTACT_ROTZY (in module bge.logic), 1133
 KX_ConstraintActuator (class in bge.types), 1064
 KX_ConstraintWrapper (class in bge.types), 1065
 KX_DYN_DISABLE_DYNAMICS (in module bge.logic), 1134
 KX_DYN_DISABLE_RIGID_BODY (in module bge.logic), 1134
 KX_DYN_ENABLE_RIGID_BODY (in module bge.logic), 1134
 KX_DYN_RESTORE_DYNAMICS (in module bge.logic), 1134
 KX_DYN_SET_MASS (in module bge.logic), 1134
 KX_FALSE (in module bge.logic), 1131
 KX_GAME_LOAD (in module bge.logic), 1135
 KX_GAME_LOADCFG (in module bge.logic), 1135
 KX_GAME_QUIT (in module bge.logic), 1135
 KX_GAME_RESTART (in module bge.logic), 1135
 KX_GAME_SAVECFG (in module bge.logic), 1135
 KX_GAME_START (in module bge.logic), 1135
 KX_GameActuator (class in bge.types), 1066
 KX_GameObject (class in bge.types), 1066
 KX_INPUT_ACTIVE (in module bge.logic), 1137
 KX_INPUT_JUST_ACTIVATED (in module bge.logic), 1137
 KX_INPUT_JUST_RELEASED (in module bge.logic), 1137
 KX_INPUT_NONE (in module bge.logic), 1137
 KX_IPOACT_FLIPPER (in module bge.logic), 1135
 KX_IPOACT_FROM_PROP (in module bge.logic), 1135
 KX_IPOACT_LOOPEND (in module bge.logic), 1135
 KX_IPOACT_LOOPSTOP (in module bge.logic), 1135
 KX_IPOACT_PINGPONG (in module bge.logic), 1135
 KX_IPOACT_PLAY (in module bge.logic), 1135
 KX_IpoActuator (class in bge.types), 1076
 KX_LightObject (class in bge.types), 1076
 KX_LightObject.NORMAL (in module bge.types), 1077
 KX_LightObject.SPOT (in module bge.types), 1077
 KX_LightObject.SUN (in module bge.types), 1077
 KX_MeshProxy (class in bge.types), 1077
 KX_MOUSE_BUT_LEFT (in module bge.logic), 1137
 KX_MOUSE_BUT_MIDDLE (in module bge.logic), 1137
 KX_MOUSE_BUT_RIGHT (in module bge.logic), 1137
 KX_MouseFocusSensor (class in bge.types), 1080
 KX_NearSensor (class in bge.types), 1081
 KX_NetworkMessageActuator (class in bge.types), 1081
 KX_NetworkMessageSensor (class in bge.types), 1082
 KX_ObjectActuator (class in bge.types), 1082
 KX_PARENT_REMOVE (in module bge.logic), 1135
 KX_PARENT_SET (in module bge.logic), 1135
 KX_ParentActuator (class in bge.types), 1084
 KX_PhysicsObjectWrapper (class in bge.types), 1084
 KX_PolygonMaterial (class in bge.types), 1086
 KX_PolyProxy (class in bge.types), 1085
 KX_PROPSSENSOR_CHANGED (in module bge.logic), 1132
 KX_PROPSSENSOR_EQUAL (in module bge.logic), 1132
 KX_PROPSSENSOR_EXPRESSION (in module bge.logic), 1132
 KX_PROPSSENSOR_INTERVAL (in module bge.logic), 1132
 KX_PROPSSENSOR_NOTEQUAL (in module bge.logic), 1132
 KX_RADAR_AXIS_NEG_X (in module bge.logic), 1132
 KX_RADAR_AXIS_NEG_Y (in module bge.logic), 1132
 KX_RADAR_AXIS_NEG_Z (in module bge.logic), 1132
 KX_RADAR_AXIS_POS_X (in module bge.logic), 1132
 KX_RADAR_AXIS_POS_Y (in module bge.logic), 1132
 KX_RADAR_AXIS_POS_Z (in module bge.logic), 1132
 KX_RadarSensor (class in bge.types), 1091
 KX_RANDOMACT_BOOL_BERNOULLI (in module bge.logic), 1135
 KX_RANDOMACT_BOOL_CONST (in module bge.logic), 1135
 KX_RANDOMACT_BOOL_UNIFORM (in module bge.logic), 1135
 KX_RANDOMACT_FLOAT_CONST (in module bge.logic), 1135
 KX_RANDOMACT_FLOAT_NEGATIVE_EXPONENTIAL (in module bge.logic), 1135
 KX_RANDOMACT_FLOAT_NORMAL (in module bge.logic), 1135
 KX_RANDOMACT_FLOAT_UNIFORM (in module bge.logic), 1135
 KX_RANDOMACT_INT_CONST (in module bge.logic), 1135

- KX_RANDOMACT_INT_POISSON (in module bge.logic), 1135
- KX_RANDOMACT_INT_UNIFORM (in module bge.logic), 1135
- KX_RAY_AXIS_NEG_X (in module bge.logic), 1132
- KX_RAY_AXIS_NEG_Y (in module bge.logic), 1132
- KX_RAY_AXIS_NEG_Z (in module bge.logic), 1132
- KX_RAY_AXIS_POS_X (in module bge.logic), 1132
- KX_RAY_AXIS_POS_Y (in module bge.logic), 1132
- KX_RAY_AXIS_POS_Z (in module bge.logic), 1132
- KX_RaySensor (class in bge.types), 1092
- KX_SCA_AddObjectActuator (class in bge.types), 1093
- KX_SCA_DynamicActuator (class in bge.types), 1094
- KX_SCA_EndObjectActuator (class in bge.types), 1094
- KX_SCA_ReplaceMeshActuator (class in bge.types), 1094
- KX_Scene (class in bge.types), 1095
- KX_SCENE_ADD_BACK_SCENE (in module bge.logic), 1136
- KX_SCENE_ADD_FRONT_SCENE (in module bge.logic), 1136
- KX_SCENE_REMOVE_SCENE (in module bge.logic), 1136
- KX_SCENE_RESTART (in module bge.logic), 1136
- KX_SCENE_RESUME (in module bge.logic), 1136
- KX_SCENE_SET_CAMERA (in module bge.logic), 1136
- KX_SCENE_SET_SCENE (in module bge.logic), 1136
- KX_SCENE_SUSPEND (in module bge.logic), 1136
- KX_SceneActuator (class in bge.types), 1097
- KX_SENSOR_ACTIVE (in module bge.logic), 1131
- KX_SENSOR_INACTIVE (in module bge.logic), 1131
- KX_SENSOR_JUST_ACTIVATED (in module bge.logic), 1131
- KX_SENSOR_JUST_DEACTIVATED (in module bge.logic), 1131
- KX_SOUNDACT_LOOPBIDIRECTIONAL (in module bge.logic), 1136
- KX_SOUNDACT_LOOPBIDIRECTIONAL_STOP (in module bge.logic), 1136
- KX_SOUNDACT_LOOPEND (in module bge.logic), 1136
- KX_SOUNDACT_LOOPSTOP (in module bge.logic), 1136
- KX_SOUNDACT_PLAYEND (in module bge.logic), 1136
- KX_SOUNDACT_PLAYSTOP (in module bge.logic), 1136
- KX_SoundActuator (class in bge.types), 1098
- KX_STATE1 (in module bge.logic), 1137
- KX_STATE10 (in module bge.logic), 1137
- KX_STATE11 (in module bge.logic), 1137
- KX_STATE12 (in module bge.logic), 1137
- KX_STATE13 (in module bge.logic), 1137
- KX_STATE14 (in module bge.logic), 1137
- KX_STATE15 (in module bge.logic), 1137
- KX_STATE16 (in module bge.logic), 1137
- KX_STATE17 (in module bge.logic), 1137
- KX_STATE18 (in module bge.logic), 1137
- KX_STATE19 (in module bge.logic), 1138
- KX_STATE2 (in module bge.logic), 1137
- KX_STATE20 (in module bge.logic), 1138
- KX_STATE21 (in module bge.logic), 1138
- KX_STATE22 (in module bge.logic), 1138
- KX_STATE23 (in module bge.logic), 1138
- KX_STATE24 (in module bge.logic), 1138
- KX_STATE25 (in module bge.logic), 1138
- KX_STATE26 (in module bge.logic), 1138
- KX_STATE27 (in module bge.logic), 1138
- KX_STATE28 (in module bge.logic), 1138
- KX_STATE29 (in module bge.logic), 1138
- KX_STATE3 (in module bge.logic), 1137
- KX_STATE30 (in module bge.logic), 1138
- KX_STATE4 (in module bge.logic), 1137
- KX_STATE5 (in module bge.logic), 1137
- KX_STATE6 (in module bge.logic), 1137
- KX_STATE7 (in module bge.logic), 1137
- KX_STATE8 (in module bge.logic), 1137
- KX_STATE9 (in module bge.logic), 1137
- KX_STATE_OP_CLR (in module bge.logic), 1138
- KX_STATE_OP_CPY (in module bge.logic), 1138
- KX_STATE_OP_NEG (in module bge.logic), 1138
- KX_STATE_OP_SET (in module bge.logic), 1138
- KX_StateActuator (class in bge.types), 1098
- KX_TEXFACE_MATERIAL (in module bge.render), 1141
- KX_TouchSensor (class in bge.types), 1081
- KX_TrackToActuator (class in bge.types), 1099
- KX_TRUE (in module bge.logic), 1131
- KX_VehicleWrapper (class in bge.types), 1099
- KX_VertexProxy (class in bge.types), 1101
- KX_VisibilityActuator (class in bge.types), 1104
- ## L
- label() (bpy.types.UILayout method), 941
- lacunarity (bpy.types.MusgraveTexture attribute), 576
- lamp (bpy.types.ThemeView3D attribute), 909
- Lamp (class in bpy.types), 460
- Lamp.animation_data (in module bpy.types), 461
- Lamp.texture_slots (in module bpy.types), 461
- lamp_add() (in module bpy.ops.object), 68
- LampSkySettings (class in bpy.types), 462
- LampTextureSlot (class in bpy.types), 464
- LampTextureSlots (class in bpy.types), 465
- land_acc_max (bpy.types.BoidSettings attribute), 191
- land_ave_max (bpy.types.BoidSettings attribute), 191
- land_jump_speed (bpy.types.BoidSettings attribute), 191

- land_personal_space (bpy.types.BoidSettings attribute), 191
- land_smooth (bpy.types.BoidSettings attribute), 191
- land_speed_max (bpy.types.BoidSettings attribute), 191
- land_stick_force (bpy.types.BoidSettings attribute), 192
- language (bpy.types.SpaceConsole attribute), 792
- language (bpy.types.UserPreferencesSystem attribute), 964
- language() (in module bpy.ops.console), 15
- lastDraw (bge.types.SCA_RandomSensor attribute), 1112
- lastsel_point (bpy.types.ThemeGraphEditor attribute), 885
- lastsel_point (bpy.types.ThemeView3D attribute), 909
- Lattice (class in bpy.types), 467
- Lattice.points (in module bpy.types), 467
- Lattice.shape_keys (in module bpy.types), 467
- LatticeModifier (class in bpy.types), 468
- LatticePoint (class in bpy.types), 469
- LatticePoint.co (in module bpy.types), 469
- LatticePoint.groups (in module bpy.types), 469
- layer (bge.types.KX_LightObject attribute), 1077
- layer (bpy.types.CompositorNodeImage attribute), 263
- layer (bpy.types.CompositorNodeRLayers attribute), 275
- layer_add() (in module bpy.ops.gpencil), 30
- layers (bpy.types.Armature attribute), 166
- layers (bpy.types.Bone attribute), 195
- layers (bpy.types.EditBone attribute), 333
- layers (bpy.types.Group attribute), 402
- layers (bpy.types.Object attribute), 599
- layers (bpy.types.ObjectBase attribute), 610
- layers (bpy.types.Scene attribute), 713
- layers (bpy.types.SceneRenderLayer attribute), 723
- layers (bpy.types.SpaceView3D attribute), 814
- layers() (in module bpy.ops.view3d), 128
- layers_from_view() (bpy.types.ObjectBase method), 610
- layers_ignore (bpy.types.EnvironmentMap attribute), 344
- layers_protected (bpy.types.Armature attribute), 166
- layers_zmask (bpy.types.SceneRenderLayer attribute), 723
- LEFTALTKEY (in module bge.events), 1146
- LEFTARROWKEY (in module bge.events), 1146
- LEFTBRACKETKEY (in module bge.events), 1148
- LEFTCTRLKEY (in module bge.events), 1146
- LEFTMOUSE (in module bge.events), 1144
- LEFTSHIFTKEY (in module bge.events), 1146
- length (bge.types.BL_ArmatureBone attribute), 1125
- length (bpy.types.Bone attribute), 196
- length (bpy.types.EditBone attribute), 334
- length (bpy.types.PoseBone attribute), 673
- length (mathutils.Vector attribute), 1025
- length_mode (bpy.types.ParticleBrush attribute), 628
- length_random (bpy.types.ParticleSettings attribute), 642
- lennardjones (bpy.types.EffectorWeights attribute), 341
- lens (bge.types.KX_Camera attribute), 1112
- lens (bpy.types.Camera attribute), 210
- lens (bpy.types.SpaceView3D attribute), 814
- lens_unit (bpy.types.Camera attribute), 210
- level (bge.types.SCA_ISensor attribute), 1056
- level (bpy.types.BoidRuleAverageSpeed attribute), 185
- levels (bpy.types.MultiresModifier attribute), 575
- levels (bpy.types.SubsurfModifier attribute), 835
- LibFree() (in module bge.logic), 1129
- LibLoad() (in module bge.logic), 1128
- LibNew() (in module bge.logic), 1129
- Library (class in bpy.types), 470
- Library.parent (in module bpy.types), 470
- Library.users_id (in module bpy.types), 470
- lifetime (bpy.types.Particle attribute), 627
- lifetime (bpy.types.ParticleSettings attribute), 642
- lifetime (bpy.types.WaveModifier attribute), 984
- lifetime_random (bpy.types.ParticleSettings attribute), 642
- lift (bpy.types.CompositorNodeChromaMatte attribute), 240
- lift (bpy.types.CompositorNodeColorBalance attribute), 241
- lift (bpy.types.SequenceColorBalance attribute), 739
- light_group (bpy.types.Material attribute), 507
- light_method (bpy.types.MaterialVolume attribute), 529
- light_override (bpy.types.SceneRenderLayer attribute), 724
- lightlayer (bge.types.KX_PolygonMaterial attribute), 1090
- lights (bge.types.KX_Scene attribute), 1096
- limit (bge.types.KX_ConstraintActuator attribute), 1065
- limit (bpy.types.ConstraintActuator attribute), 295
- limit_channel (bpy.types.CompositorNodeChannelMatte attribute), 239
- limit_channel (bpy.types.CompositorNodeColorSpill attribute), 243
- limit_cone_max (bpy.types.RigidBodyJointConstraint attribute), 708
- limit_cone_min (bpy.types.RigidBodyJointConstraint attribute), 709
- limit_generic_max (bpy.types.RigidBodyJointConstraint attribute), 709
- limit_generic_min (bpy.types.RigidBodyJointConstraint attribute), 709
- limit_max (bpy.types.CompositorNodeChannelMatte attribute), 239
- limit_max (bpy.types.CompositorNodeLumaMatte attribute), 266
- limit_max (bpy.types.ConstraintActuator attribute), 295
- limit_method (bpy.types.BevelModifier attribute), 176
- limit_method (bpy.types.CompositorNodeChannelMatte attribute), 239

- limit_method (bpy.types.CompositorNodeColorSpill attribute), 243
 limit_min (bpy.types.CompositorNodeChannelMatte attribute), 239
 limit_min (bpy.types.CompositorNodeLumaMatte attribute), 266
 limit_min (bpy.types.ConstraintActuator attribute), 295
 limit_mode (bpy.types.KinematicConstraint attribute), 458
 limit_mode (bpy.types.LimitDistanceConstraint attribute), 471
 limitdistance_reset() (in module bpy.ops.constraint), 16
 LimitDistanceConstraint (class in bpy.types), 471
 LimitLocationConstraint (class in bpy.types), 472
 LimitRotationConstraint (class in bpy.types), 474
 limits (bpy.types.SimpleDeformModifier attribute), 773
 LimitScaleConstraint (class in bpy.types), 475
 lin_attenuation (bge.types.KX_LightObject attribute), 1077
 lin_error (bge.types.BL_ArmatureConstraint attribute), 1120
 line_break() (in module bpy.ops.font), 28
 line_break() (in module bpy.ops.text), 108
 line_count (bpy.types.MaterialHalo attribute), 512
 line_error (bpy.types.ThemeConsole attribute), 877
 line_info (bpy.types.ThemeConsole attribute), 877
 line_input (bpy.types.ThemeConsole attribute), 877
 line_length_head (bpy.types.ParticleSettings attribute), 642
 line_length_tail (bpy.types.ParticleSettings attribute), 642
 line_number() (in module bpy.ops.text), 108
 line_numbers_background (bpy.types.ThemeTextEditor attribute), 901
 line_output (bpy.types.ThemeConsole attribute), 877
 line_width (bpy.types.GPencilLayer attribute), 386
 linear_attenuation (bpy.types.PointLamp attribute), 666
 linear_attenuation (bpy.types.SpotLamp attribute), 825
 linear_drag (bpy.types.FieldSettings attribute), 370
 linear_stiffness (bpy.types.GameSoftBodySettings attribute), 397
 linear_velocity (bpy.types.EditObjectActuator attribute), 336
 linear_velocity (bpy.types.ObjectActuator attribute), 608
 linearVelocity (bge.types.KX_SCA_AddObjectActuator attribute), 1093
 LINEFEEDKEY (in module bge.events), 1148
 LineIntersect() (in module mathutils.geometry), 1043
 LineIntersect2D() (in module mathutils.geometry), 1043
 link (bpy.types.MaterialSlot attribute), 518
 link() (bpy.types.Actuator method), 150
 link() (bpy.types.Controller method), 301
 link() (bpy.types.GroupObjects method), 404
 link() (bpy.types.SceneObjects method), 722
 link() (bpy.types.Sensor method), 735
 link() (in module bpy.ops.node), 61
 link_append() (in module bpy.ops.wm), 136
 link_make() (in module bpy.ops.node), 61
 link_viewer() (in module bpy.ops.node), 61
 links_cut() (in module bpy.ops.logic), 42
 links_cut() (in module bpy.ops.node), 61
 linV (bge.types.KX_ObjectActuator attribute), 1083
 linVelocityMax (bge.types.KX_GameObject attribute), 1066
 linVelocityMin (bge.types.KX_GameObject attribute), 1066
 list (bpy.types.ThemeDopeSheet attribute), 879
 list (bpy.types.ThemeFileBrowser attribute), 881
 list (bpy.types.ThemeGraphEditor attribute), 885
 list (bpy.types.ThemeNLAEditor attribute), 892
 list (bpy.types.ThemeNodeEditor attribute), 894
 list_text (bpy.types.ThemeDopeSheet attribute), 879
 list_text (bpy.types.ThemeFileBrowser attribute), 881
 list_text (bpy.types.ThemeGraphEditor attribute), 885
 list_text (bpy.types.ThemeNLAEditor attribute), 892
 list_text (bpy.types.ThemeNodeEditor attribute), 894
 list_text_hi (bpy.types.ThemeDopeSheet attribute), 879
 list_text_hi (bpy.types.ThemeFileBrowser attribute), 881
 list_text_hi (bpy.types.ThemeGraphEditor attribute), 885
 list_text_hi (bpy.types.ThemeNLAEditor attribute), 892
 list_text_hi (bpy.types.ThemeNodeEditor attribute), 894
 list_title (bpy.types.ThemeDopeSheet attribute), 879
 list_title (bpy.types.ThemeFileBrowser attribute), 881
 list_title (bpy.types.ThemeGraphEditor attribute), 885
 list_title (bpy.types.ThemeNLAEditor attribute), 892
 list_title (bpy.types.ThemeNodeEditor attribute), 894
 listener_location (aud.Device attribute), 1048
 listener_orientation (aud.Device attribute), 1048
 listener_velocity (aud.Device attribute), 1049
 LKEY (in module bge.events), 1145
 load() (bpy.types.MainFonts method), 486
 load() (bpy.types.MainImages method), 488
 load() (bpy.types.MainTexts method), 498
 load() (in module blf), 1045
 load_from_file() (bpy.types.RenderLayer method), 695
 load_from_file() (bpy.types.RenderResult method), 698
 load_scripts() (in module bpy.utils), 1008
 loadGlobalDict() (in module bge.logic), 1128
 loc (bpy.types.OperatorMousePath attribute), 618
 loc_clear() (in module bpy.ops.pose), 88
 localAngularVelocity (bge.types.KX_GameObject attribute), 1068
 localInertia (bge.types.KX_GameObject attribute), 1066
 localLinearVelocity (bge.types.KX_GameObject attribute), 1067
 localOrientation (bge.types.KX_GameObject attribute), 1067
 localPosition (bge.types.KX_GameObject attribute), 1067

- localScale (bge.types.KX_GameObject attribute), 1067
 localview() (in module bpy.ops.view3d), 128
 location (aud.Handle attribute), 1054
 location (bge.types.BL_ArmatureChannel attribute), 1122
 location (bpy.types.Node attribute), 589
 location (bpy.types.Object attribute), 599
 location (bpy.types.OperatorStrokeElement attribute), 619
 location (bpy.types.Particle attribute), 627
 location (bpy.types.ParticleKey attribute), 636
 location (bpy.types.PoseBone attribute), 671
 location (bpy.types.ShaderNodeMapping attribute), 751
 location (bpy.types.TexMapping attribute), 839
 location_apply() (in module bpy.ops.object), 69
 location_clear() (in module bpy.ops.object), 69
 location_iterations (bpy.types.GameSoftBodySettings attribute), 397
 location_mass_center (bpy.types.SoftBodySettings attribute), 783
 lock (bpy.types.ActionGroup attribute), 147
 lock (bpy.types.EditBone attribute), 333
 lock (bpy.types.FCurve attribute), 352
 lock (bpy.types.GPencilLayer attribute), 386
 lock (bpy.types.NlaTrack attribute), 587
 lock (bpy.types.Sequence attribute), 737
 lock() (in module bpy.ops.sequencer), 99
 lock_axis (bpy.types.LockedTrackConstraint attribute), 477
 lock_billboard (bpy.types.ParticleSettings attribute), 642
 lock_boids_to_surface (bpy.types.ParticleSettings attribute), 642
 lock_bone (bpy.types.SpaceView3D attribute), 814
 lock_bounds (bpy.types.SpaceUVEditor attribute), 811
 lock_camera_and_layers (bpy.types.SpaceView3D attribute), 814
 lock_cursor (bpy.types.SpaceView3D attribute), 814
 lock_frame (bpy.types.GPencilLayer attribute), 386
 lock_ik_x (bpy.types.PoseBone attribute), 671
 lock_ik_y (bpy.types.PoseBone attribute), 671
 lock_ik_z (bpy.types.PoseBone attribute), 671
 lock_location (bpy.types.Object attribute), 599
 lock_location (bpy.types.PoseBone attribute), 671
 lock_location_x (bpy.types.GameObjectSettings attribute), 392
 lock_location_x (bpy.types.KinematicConstraint attribute), 458
 lock_location_y (bpy.types.GameObjectSettings attribute), 392
 lock_location_y (bpy.types.KinematicConstraint attribute), 458
 lock_location_z (bpy.types.GameObjectSettings attribute), 392
 lock_location_z (bpy.types.KinematicConstraint attribute), 458
 lock_object (bpy.types.SpaceView3D attribute), 814
 lock_rotation (bpy.types.Object attribute), 599
 lock_rotation (bpy.types.PoseBone attribute), 671
 lock_rotation (bpy.types.RegionView3D attribute), 689
 lock_rotation_w (bpy.types.Object attribute), 600
 lock_rotation_w (bpy.types.PoseBone attribute), 671
 lock_rotation_x (bpy.types.GameObjectSettings attribute), 392
 lock_rotation_x (bpy.types.KinematicConstraint attribute), 458
 lock_rotation_y (bpy.types.GameObjectSettings attribute), 392
 lock_rotation_y (bpy.types.KinematicConstraint attribute), 458
 lock_rotation_z (bpy.types.GameObjectSettings attribute), 393
 lock_rotation_z (bpy.types.KinematicConstraint attribute), 459
 lock_rotations_4d (bpy.types.Object attribute), 600
 lock_rotations_4d (bpy.types.PoseBone attribute), 671
 lock_scale (bpy.types.Object attribute), 600
 lock_scale (bpy.types.PoseBone attribute), 672
 lock_x (bpy.types.Sculpt attribute), 733
 lock_x (bpy.types.SimpleDeformModifier attribute), 773
 lock_y (bpy.types.Sculpt attribute), 733
 lock_y (bpy.types.SimpleDeformModifier attribute), 773
 lock_z (bpy.types.Sculpt attribute), 733
 LockedTrackConstraint (class in bpy.types), 477
 log (bpy.types.KeyboardSensor attribute), 447
 logic_bricks_copy() (in module bpy.ops.object), 69
 logic_step_max (bpy.types.SceneGameData attribute), 719
 long_key (bpy.types.ThemeDopeSheet attribute), 879
 long_key_selected (bpy.types.ThemeDopeSheet attribute), 880
 look_ahead (bpy.types.BoidRuleAvoidCollision attribute), 187
 loop_count (aud.Handle attribute), 1054
 loop_multi_select() (in module bpy.ops.mesh), 48
 loop_select() (in module bpy.ops.mesh), 48
 loop_to_region() (in module bpy.ops.mesh), 48
 loopcut() (in module bpy.ops.mesh), 49
 loopcut_slide() (in module bpy.ops.mesh), 49
 looping (bge.types.KX_SoundActuator attribute), 1098
- ## M
- Macro (class in bpy.types), 478
 Macro.name (in module bpy.types), 479
 Macro.properties (in module bpy.types), 479
 MagicTexture (class in bpy.types), 480
 MagicTexture.users_material (in module bpy.types), 480

- MagicTexture.users_object_modifier (in module bpy.types), 480
 magnetic (bpy.types.EffectorWeights attribute), 341
 magnitude (mathutils.Quaternion attribute), 1021
 magnitude (mathutils.Vector attribute), 1025
 main_axis (bpy.types.ClampToConstraint attribute), 217
 MainActions (class in bpy.types), 481
 MainArmatures (class in bpy.types), 482
 MainBrushes (class in bpy.types), 483
 MainCameras (class in bpy.types), 484
 MainCurves (class in bpy.types), 485
 MainFonts (class in bpy.types), 486
 MainGroups (class in bpy.types), 487
 MainImages (class in bpy.types), 488
 MainLamps (class in bpy.types), 489
 MainLattices (class in bpy.types), 490
 MainMaterials (class in bpy.types), 491
 MainMeshes (class in bpy.types), 492
 MainMetaBalls (class in bpy.types), 493
 MainNodeTrees (class in bpy.types), 494
 MainObjects (class in bpy.types), 495
 MainParticles (class in bpy.types), 496
 MainScenes (class in bpy.types), 497
 MaintainVolumeConstraint (class in bpy.types), 501
 MainTexts (class in bpy.types), 498
 MainTextures (class in bpy.types), 499
 MainWorlds (class in bpy.types), 500
 make_compatible() (mathutils.Euler method), 1014
 make_dupli_face() (in module bpy.ops.object), 69
 make_internal() (in module bpy.ops.text), 108
 make_links_data() (in module bpy.ops.object), 69
 make_links_scene() (in module bpy.ops.marker), 43
 make_links_scene() (in module bpy.ops.object), 69
 make_local() (in module bpy.ops.object), 69
 make_paths_absolute() (in module bpy.ops.file), 26
 make_paths_relative() (in module bpy.ops.file), 26
 make_regular() (in module bpy.ops.lattice), 41
 make_segment() (in module bpy.ops.curve), 17
 make_single_user() (in module bpy.ops.object), 69
 makeScreenshot() (in module bge.render), 1141
 manipulator() (in module bpy.ops.view3d), 128
 manipulator_handle_size (bpy.types.UserPreferencesView attribute), 966
 manipulator_hotspot (bpy.types.UserPreferencesView attribute), 967
 manipulator_size (bpy.types.UserPreferencesView attribute), 967
 map_from (bpy.types.TransformConstraint attribute), 922
 map_mode (bpy.types.BrushTextureSlot attribute), 207
 map_to (bpy.types.TransformConstraint attribute), 922
 map_to_x_from (bpy.types.TransformConstraint attribute), 922
 map_to_y_from (bpy.types.TransformConstraint attribute), 922
 map_to_z_from (bpy.types.TransformConstraint attribute), 922
 map_type (bpy.types.KeyMapItem attribute), 440
 mapping (bpy.types.CompositorNodePremulKey attribute), 273
 mapping (bpy.types.EnvironmentMap attribute), 344
 mapping (bpy.types.Image attribute), 415
 mapping (bpy.types.MaterialTextureSlot attribute), 523
 mapping_x (bpy.types.MaterialTextureSlot attribute), 523
 mapping_y (bpy.types.MaterialTextureSlot attribute), 523
 mapping_z (bpy.types.MaterialTextureSlot attribute), 523
 marble_type (bpy.types.MarbleTexture attribute), 502
 MarbleTexture (class in bpy.types), 502
 MarbleTexture.users_material (in module bpy.types), 503
 MarbleTexture.users_object_modifier (in module bpy.types), 503
 mark_all() (in module bpy.ops.text), 108
 mark_seam() (in module bpy.ops.mesh), 49
 mark_sharp() (in module bpy.ops.mesh), 49
 markers_clear() (in module bpy.ops.text), 108
 mask (bge.types.KX_StateActuator attribute), 1099
 MaskModifier (class in bpy.types), 504
 mass (bge.types.KX_GameObject attribute), 1066
 mass (bge.types.KX_SCA_DynamicActuator attribute), 1094
 mass (bpy.types.ClothSettings attribute), 222
 mass (bpy.types.EditObjectActuator attribute), 336
 mass (bpy.types.GameObjectSettings attribute), 393
 mass (bpy.types.ParticleSettings attribute), 642
 mass (bpy.types.SoftBodySettings attribute), 783
 material (bge.types.KX_PolygonMaterial attribute), 1089
 material (bge.types.KX_PolyProxy attribute), 1085
 material (bpy.types.CollisionSensor attribute), 227
 material (bpy.types.ConstraintActuator attribute), 295
 material (bpy.types.MaterialSlot attribute), 518
 material (bpy.types.ParticleSettings attribute), 642
 material (bpy.types.RaySensor attribute), 687
 material (bpy.types.ShaderNodeExtendedMaterial attribute), 747
 material (bpy.types.ShaderNodeMaterial attribute), 752
 material (bpy.types.TouchSensor attribute), 919
 Material (class in bpy.types), 505
 Material.animation_data (in module bpy.types), 505
 Material.diffuse_ramp (in module bpy.types), 506
 Material.halo (in module bpy.types), 506
 Material.node_tree (in module bpy.types), 507
 Material.physics (in module bpy.types), 507
 Material.raytrace_mirror (in module bpy.types), 507
 Material.raytrace_transparency (in module bpy.types), 507
 Material.specular_ramp (in module bpy.types), 508
 Material.strand (in module bpy.types), 508

- Material.subsurface_scattering (in module bpy.types), 508
- Material.texture_slots (in module bpy.types), 508
- Material.volume (in module bpy.types), 511
- material_index (bpy.types.MeshFace attribute), 542
- material_index (bpy.types.Spline attribute), 819
- material_link (bpy.types.UserPreferencesEdit attribute), 956
- material_mode (bpy.types.SceneGameData attribute), 719
- material_override (bpy.types.SceneRenderLayer attribute), 724
- material_slot_add() (in module bpy.ops.object), 69
- material_slot_assign() (in module bpy.ops.object), 70
- material_slot_copy() (in module bpy.ops.object), 70
- material_slot_deselect() (in module bpy.ops.object), 70
- material_slot_remove() (in module bpy.ops.object), 70
- material_slot_select() (in module bpy.ops.object), 70
- MaterialHalo (class in bpy.types), 512
- MaterialPhysics (class in bpy.types), 514
- MaterialRaytraceMirror (class in bpy.types), 515
- MaterialRaytraceTransparency (class in bpy.types), 517
- materials (bge.types.KX_MeshProxy attribute), 1078
- MaterialSlot (class in bpy.types), 518
- MaterialSlot.name (in module bpy.types), 518
- MaterialStrand (class in bpy.types), 519
- MaterialStrand.use_surface_diffuse (in module bpy.types), 520
- MaterialSubsurfaceScattering (class in bpy.types), 521
- MaterialTextureSlot (class in bpy.types), 522
- MaterialTextureSlots (class in bpy.types), 527
- MaterialVolume (class in bpy.types), 528
- mathutils (module), 1013
- mathutils.geometry (module), 1042
- matid (bge.types.KX_PolyProxy attribute), 1085
- matname (bge.types.KX_PolyProxy attribute), 1085
- matrix (bpy.types.Bone attribute), 195
- matrix (bpy.types.DupliObject attribute), 330
- matrix (bpy.types.TransformOrientation attribute), 923
- Matrix (class in mathutils), 1015
- Matrix.lerp() (in module mathutils), 1017
- matrix_basis (bpy.types.Object attribute), 600
- matrix_basis (bpy.types.PoseBone attribute), 672
- matrix_local (bpy.types.Bone attribute), 195
- matrix_local (bpy.types.Object attribute), 600
- matrix_original (bpy.types.DupliObject attribute), 330
- matrix_world (bpy.types.Object attribute), 600
- matte_channel (bpy.types.CompositorNodeChannelMatte attribute), 239
- max (bge.types.KX_CameraActuator attribute), 1064
- max (bge.types.KX_ConstraintActuator attribute), 1065
- max (bge.types.SCA_PropertySensor attribute), 1109
- max (bpy.types.ActionConstraint attribute), 144
- max (bpy.types.CameraActuator attribute), 212
- max (bpy.types.CompositorNodeMapValue attribute), 268
- max (bpy.types.FModifierEnvelopeControlPoint attribute), 362
- max (bpy.types.ShaderNodeMapping attribute), 751
- max (bpy.types.TexMapping attribute), 840
- max_x (bpy.types.CompositorNodeCrop attribute), 248
- max_x (bpy.types.FModifierLimits attribute), 365
- max_x (bpy.types.LimitLocationConstraint attribute), 472
- max_x (bpy.types.LimitRotationConstraint attribute), 474
- max_x (bpy.types.LimitScaleConstraint attribute), 476
- max_x (bpy.types.SequenceCrop attribute), 740
- max_y (bpy.types.CompositorNodeCrop attribute), 248
- max_y (bpy.types.FModifierLimits attribute), 365
- max_y (bpy.types.LimitLocationConstraint attribute), 472
- max_y (bpy.types.LimitRotationConstraint attribute), 474
- max_y (bpy.types.LimitScaleConstraint attribute), 476
- max_y (bpy.types.SequenceCrop attribute), 740
- max_z (bpy.types.LimitLocationConstraint attribute), 472
- max_z (bpy.types.LimitRotationConstraint attribute), 474
- max_z (bpy.types.LimitScaleConstraint attribute), 476
- mdd() (in module bpy.ops.export_shape), 24
- mdd() (in module bpy.ops.import_shape), 40
- median_scale (mathutils.Matrix attribute), 1019
- memory_cache_limit (bpy.types.UserPreferencesSystem attribute), 964
- memory_statistics() (in module bpy.ops.wm), 137
- Menu (class in bpy.types), 530
- menu() (bpy.types.UILayout method), 943
- Menu.layout (in module bpy.types), 530
- merge() (in module bpy.ops.armature), 11
- merge() (in module bpy.ops.mesh), 49
- merge_threshold (bpy.types.ArrayModifier attribute), 174
- merge_threshold (bpy.types.MirrorModifier attribute), 563
- mesh (bge.types.KX_SCA_ReplaceMeshActuator attribute), 1095
- mesh (bpy.types.EditObjectActuator attribute), 336
- Mesh (class in bpy.types), 531
- Mesh.animation_data (in module bpy.types), 531
- Mesh.edge_face_count (in module bpy.types), 534
- Mesh.edge_face_count_dict (in module bpy.types), 534
- Mesh.edge_keys (in module bpy.types), 534
- Mesh.edges (in module bpy.types), 532
- Mesh.faces (in module bpy.types), 532
- Mesh.layers_float (in module bpy.types), 532
- Mesh.layers_int (in module bpy.types), 532
- Mesh.layers_string (in module bpy.types), 532
- Mesh.materials (in module bpy.types), 532
- Mesh.shape_keys (in module bpy.types), 532
- Mesh.sticky (in module bpy.types), 533
- Mesh.total_edge_sel (in module bpy.types), 533

- Mesh.total_face_sel (in module bpy.types), 533
- Mesh.total_vert_sel (in module bpy.types), 533
- Mesh.uv_textures (in module bpy.types), 534
- Mesh.vertex_colors (in module bpy.types), 534
- Mesh.vertices (in module bpy.types), 534
- mesh_select_mode (bpy.types.ToolSettings attribute), 916
- MeshColor (class in bpy.types), 536
- MeshColorLayer (class in bpy.types), 537
- MeshColorLayer.data (in module bpy.types), 537
- meshdeform_bind() (in module bpy.ops.object), 70
- MeshDeformModifier (class in bpy.types), 538
- MeshDeformModifier.is_bound (in module bpy.types), 538
- MeshEdge (class in bpy.types), 539
- MeshEdge.index (in module bpy.types), 539
- MeshEdge.key (in module bpy.types), 540
- MeshEdges (class in bpy.types), 541
- meshes (bge.types.KX_GameObject attribute), 1068
- MeshFace (class in bpy.types), 541
- MeshFace.area (in module bpy.types), 541
- MeshFace.center (in module bpy.types), 542
- MeshFace.edge_keys (in module bpy.types), 542
- MeshFace.index (in module bpy.types), 542
- MeshFace.normal (in module bpy.types), 542
- MeshFaces (class in bpy.types), 543
- MeshFaces.active_tface (in module bpy.types), 543
- MeshFloatProperty (class in bpy.types), 544
- MeshFloatPropertyLayer (class in bpy.types), 545
- MeshFloatPropertyLayer.data (in module bpy.types), 545
- MeshIntProperty (class in bpy.types), 545
- MeshIntPropertyLayer (class in bpy.types), 546
- MeshIntPropertyLayer.data (in module bpy.types), 546
- MeshSticky (class in bpy.types), 547
- MeshStringProperty (class in bpy.types), 548
- MeshStringPropertyLayer (class in bpy.types), 548
- MeshStringPropertyLayer.data (in module bpy.types), 548
- MeshTextureFace (class in bpy.types), 549
- MeshTextureFaceLayer (class in bpy.types), 551
- MeshTextureFaceLayer.data (in module bpy.types), 552
- MeshVertex (class in bpy.types), 553
- MeshVertex.groups (in module bpy.types), 553
- MeshVertex.index (in module bpy.types), 553
- MeshVertices (class in bpy.types), 554
- MessageActuator (class in bpy.types), 555
- MessageSensor (class in bpy.types), 556
- meta_add() (in module bpy.ops.nla), 59
- meta_make() (in module bpy.ops.sequencer), 99
- meta_remove() (in module bpy.ops.nla), 59
- meta_separate() (in module bpy.ops.sequencer), 99
- meta_strip (bpy.types.ThemeSequenceEditor attribute), 899
- meta_toggle() (in module bpy.ops.sequencer), 99
- MetaBall (class in bpy.types), 557
- MetaBall.animation_data (in module bpy.types), 557
- MetaBall.elements (in module bpy.types), 557
- MetaBall.materials (in module bpy.types), 557
- metaball_add() (in module bpy.ops.object), 70
- MetaBallElements (class in bpy.types), 558
- MetaBallElements.active (in module bpy.types), 558
- MetaElement (class in bpy.types), 559
- MetaSequence (class in bpy.types), 561
- MetaSequence.color_balance (in module bpy.types), 561
- MetaSequence.crop (in module bpy.types), 561
- MetaSequence.proxy (in module bpy.types), 561
- MetaSequence.sequences (in module bpy.types), 561
- MetaSequence.transform (in module bpy.types), 561
- mid_level (bpy.types.DisplaceModifier attribute), 319
- MIDDLEMOUSE (in module bge.events), 1144
- min (bge.types.KX_CameraActuator attribute), 1064
- min (bge.types.KX_ConstraintActuator attribute), 1065
- min (bge.types.SCA_PropertySensor attribute), 1109
- min (bpy.types.ActionConstraint attribute), 144
- min (bpy.types.CameraActuator attribute), 212
- min (bpy.types.CompositorNodeMapValue attribute), 268
- min (bpy.types.FModifierEnvelopeControlPoint attribute), 362
- min (bpy.types.ShaderNodeMapping attribute), 751
- min (bpy.types.TexMapping attribute), 840
- min_x (bpy.types.CompositorNodeCrop attribute), 248
- min_x (bpy.types.FModifierLimits attribute), 365
- min_x (bpy.types.LimitLocationConstraint attribute), 472
- min_x (bpy.types.LimitRotationConstraint attribute), 474
- min_x (bpy.types.LimitScaleConstraint attribute), 476
- min_x (bpy.types.SequenceCrop attribute), 740
- min_y (bpy.types.CompositorNodeCrop attribute), 248
- min_y (bpy.types.FModifierLimits attribute), 365
- min_y (bpy.types.LimitLocationConstraint attribute), 473
- min_y (bpy.types.LimitRotationConstraint attribute), 474
- min_y (bpy.types.LimitScaleConstraint attribute), 476
- min_y (bpy.types.SequenceCrop attribute), 740
- min_z (bpy.types.LimitLocationConstraint attribute), 473
- min_z (bpy.types.LimitRotationConstraint attribute), 474
- min_z (bpy.types.LimitScaleConstraint attribute), 476
- mini_axis_brightness (bpy.types.UserPreferencesView attribute), 967
- mini_axis_size (bpy.types.UserPreferencesView attribute), 967
- minimize_stretch() (in module bpy.ops.uv), 123
- minkovsky_exponent (bpy.types.VoronoiTexture attribute), 979
- MINUSKEY (in module bge.events), 1148
- mirror() (in module bpy.ops.action), 5
- mirror() (in module bpy.ops.graph), 32
- mirror() (in module bpy.ops.particle), 85
- mirror() (in module bpy.ops.transform), 113
- mirror_color (bpy.types.Material attribute), 507

- mirror_factor (bpy.types.MaterialTextureSlot attribute), 523
- mirror_object (bpy.types.MirrorModifier attribute), 563
- MirrorModifier (class in bpy.types), 563
- mix (bpy.types.CompositorNodeGlare attribute), 259
- MKEY (in module bge.events), 1145
- modal() (bpy.types.Operator method), 616
- modal_handler_add() (bpy.types.WindowManager class method), 987
- mode (bge.types.BL_ActionActuator attribute), 1058
- mode (bge.types.BL_ShapeActionActuator attribute), 1063
- mode (bge.types.KX_GameActuator attribute), 1066
- mode (bge.types.KX_IpoActuator attribute), 1076
- mode (bge.types.KX_ParentActuator attribute), 1084
- mode (bge.types.KX_SCA_DynamicActuator attribute), 1094
- mode (bge.types.KX_SceneActuator attribute), 1098
- mode (bge.types.KX_SoundActuator attribute), 1098
- mode (bge.types.SCA_2DFilterActuator attribute), 1105
- mode (bge.types.SCA_MouseSensor attribute), 1080
- mode (bge.types.SCA_PropertyActuator attribute), 1109
- mode (bge.types.SCA_PropertySensor attribute), 1109
- mode (bge.types.SCA_PythonController attribute), 1110
- mode (bpy.types.ArmatureActuator attribute), 168
- mode (bpy.types.ConstraintActuator attribute), 295
- mode (bpy.types.EditObjectActuator attribute), 336
- mode (bpy.types.Filter2DActuator attribute), 375
- mode (bpy.types.FModifierGenerator attribute), 364
- mode (bpy.types.GameActuator attribute), 389
- mode (bpy.types.Histogram attribute), 407
- mode (bpy.types.Itasc attribute), 431
- mode (bpy.types.MaskModifier attribute), 504
- mode (bpy.types.NetRenderSettings attribute), 582
- mode (bpy.types.ObjectActuator attribute), 608
- mode (bpy.types.ParentActuator attribute), 626
- mode (bpy.types.PropertyActuator attribute), 678
- mode (bpy.types.PythonController attribute), 681
- mode (bpy.types.SceneActuator attribute), 716
- mode (bpy.types.ShapeActionActuator attribute), 765
- mode (bpy.types.SoundActuator attribute), 788
- mode (bpy.types.SpaceDopeSheetEditor attribute), 793
- mode (bpy.types.SpaceGraphEditor attribute), 795
- mode_after (bpy.types.FModifierCycles attribute), 360
- mode_before (bpy.types.FModifierCycles attribute), 360
- mode_set() (in module bpy.ops.object), 70
- MODELMATRIX (in module bge.logic), 1139
- MODELMATRIX_INVERSE (in module bge.logic), 1139
- MODELMATRIX_INVERSETRANSPOSE (in module bge.logic), 1139
- MODELMATRIX_TRANSPOSE (in module bge.logic), 1139
- modelview_matrix (bge.types.KX_Camera attribute), 1113
- MODELVIEWMATRIX (in module bge.logic), 1139
- MODELVIEWMATRIX_INVERSE (in module bge.logic), 1139
- MODELVIEWMATRIX_INVERSETRANSPOSE (in module bge.logic), 1139
- MODELVIEWMATRIX_TRANSPOSE (in module bge.logic), 1140
- Modifier (class in bpy.types), 565
- Modifier.type (in module bpy.types), 565
- modifier_add() (in module bpy.ops.object), 70
- modifier_apply() (in module bpy.ops.object), 71
- modifier_convert() (in module bpy.ops.object), 71
- modifier_copy() (in module bpy.ops.object), 71
- modifier_key_1 (bpy.types.KeyboardSensor attribute), 447
- modifier_key_2 (bpy.types.KeyboardSensor attribute), 448
- modifier_move_down() (in module bpy.ops.object), 71
- modifier_move_up() (in module bpy.ops.object), 71
- modifier_remove() (in module bpy.ops.object), 71
- module (bpy.types.Addon attribute), 152
- module (bpy.types.PythonController attribute), 681
- module_names() (in module bpy.path), 1009
- modules_from_path() (in module bpy.utils), 1008
- motion_blur_factor (bpy.types.Filter2DActuator attribute), 375
- motion_blur_samples (bpy.types.RenderSettings attribute), 702
- motion_blur_shutter (bpy.types.RenderSettings attribute), 702
- MotionPath (class in bpy.types), 566
- MotionPath.frame_end (in module bpy.types), 566
- MotionPath.frame_start (in module bpy.types), 566
- MotionPath.length (in module bpy.types), 567
- MotionPath.points (in module bpy.types), 567
- MotionPath.use_bone_head (in module bpy.types), 567
- MotionPathVert (class in bpy.types), 567
- mouse (bpy.types.OperatorStrokeElement attribute), 619
- mouse (in module bge.logic), 1128
- mouse_double_click_time (bpy.types.UserPreferencesInput attribute), 961
- mouse_event (bpy.types.MouseSensor attribute), 568
- MouseSensor (class in bpy.types), 568
- MOUSEX (in module bge.events), 1145
- MOUSEY (in module bge.events), 1145
- move() (in module bpy.ops.console), 15
- move() (in module bpy.ops.font), 28
- move() (in module bpy.ops.marker), 43
- move() (in module bpy.ops.text), 108
- move() (in module bpy.ops.view3d), 129
- move_down() (in module bpy.ops.constraint), 16

move_down() (in module bpy.ops.nla), 59
 move_select() (in module bpy.ops.font), 29
 move_select() (in module bpy.ops.text), 108
 move_to_layer() (in module bpy.ops.object), 71
 move_up() (in module bpy.ops.constraint), 16
 move_up() (in module bpy.ops.nla), 59
 movie_strip (bpy.types.ThemeSequenceEditor attribute), 899
 movie_strip_add() (in module bpy.ops.sequencer), 99
 MovieSequence (class in bpy.types), 569
 MovieSequence.color_balance (in module bpy.types), 569
 MovieSequence.crop (in module bpy.types), 570
 MovieSequence.elements (in module bpy.types), 570
 MovieSequence.proxy (in module bpy.types), 570
 MovieSequence.transform (in module bpy.types), 570
 mpeg_preseek (bpy.types.MovieSequence attribute), 570
 ms_diffusion (bpy.types.MaterialVolume attribute), 529
 ms_intensity (bpy.types.MaterialVolume attribute), 529
 ms_spread (bpy.types.MaterialVolume attribute), 529
 multicam_source (bpy.types.MulticamSequence attribute), 572
 MulticamSequence (class in bpy.types), 572
 MulticamSequence.color_balance (in module bpy.types), 572
 MulticamSequence.crop (in module bpy.types), 572
 MulticamSequence.proxy (in module bpy.types), 572
 MulticamSequence.transform (in module bpy.types), 573
 multiply_speed (bpy.types.SpeedControlSequence attribute), 817
 multires_external_pack() (in module bpy.ops.object), 71
 multires_external_save() (in module bpy.ops.object), 71
 multires_higher_levels_delete() (in module bpy.ops.object), 72
 multires_reshape() (in module bpy.ops.object), 72
 multires_subdivide() (in module bpy.ops.object), 72
 MultiresModifier (class in bpy.types), 575
 MultiresModifier.is_external (in module bpy.types), 575
 MultiresModifier.total_levels (in module bpy.types), 575
 musgrave_type (bpy.types.MusgraveTexture attribute), 576
 MusgraveTexture (class in bpy.types), 576
 MusgraveTexture.users_material (in module bpy.types), 577
 MusgraveTexture.users_object_modifier (in module bpy.types), 577
 mute (bpy.types.Constraint attribute), 293
 mute (bpy.types.FCurve attribute), 352
 mute (bpy.types.FModifier attribute), 358
 mute (bpy.types.NlaStrip attribute), 586
 mute (bpy.types.NlaTrack attribute), 588
 mute (bpy.types.Sequence attribute), 737
 mute (bpy.types.ShapeKey attribute), 766
 mute() (in module bpy.ops.sequencer), 100

mute_toggle() (in module bpy.ops.nla), 59
 mute_toggle() (in module bpy.ops.node), 61

N

nabra (bpy.types.CloudsTexture attribute), 223
 nabra (bpy.types.DistortedNoiseTexture attribute), 320
 nabra (bpy.types.MarbleTexture attribute), 502
 nabra (bpy.types.MusgraveTexture attribute), 576
 nabra (bpy.types.VoronoiTexture attribute), 979
 nabra (bpy.types.WoodTexture attribute), 991
 name (bge.types.BL_ArmatureBone attribute), 1125
 name (bge.types.BL_ArmatureChannel attribute), 1121
 name (bge.types.BL_ArmatureConstraint attribute), 1119
 name (bge.types.CValue attribute), 1055
 name (bge.types.KX_GameObject attribute), 1066
 name (bge.types.KX_Scene attribute), 1096
 name (bge.types.SCA_ILogicBrick attribute), 1056
 name (bpy.types.ActionGroup attribute), 147
 name (bpy.types.Actuator attribute), 150
 name (bpy.types.BoidRule attribute), 184
 name (bpy.types.BoidState attribute), 193
 name (bpy.types.Bone attribute), 195
 name (bpy.types.BoneGroup attribute), 198
 name (bpy.types.Constraint attribute), 293
 name (bpy.types.Controller attribute), 301
 name (bpy.types.DriverVariable attribute), 329
 name (bpy.types.EditBone attribute), 333
 name (bpy.types.GameProperty attribute), 395
 name (bpy.types.ID attribute), 409
 name (bpy.types.IDPropertyGroup attribute), 413
 name (bpy.types.KeyConfig attribute), 435
 name (bpy.types.KeyingSet attribute), 451
 name (bpy.types.MeshColorLayer attribute), 537
 name (bpy.types.MeshFloatPropertyLayer attribute), 545
 name (bpy.types.MeshIntPropertyLayer attribute), 546
 name (bpy.types.MeshStringPropertyLayer attribute), 549
 name (bpy.types.MeshTextureFaceLayer attribute), 552
 name (bpy.types.Modifier attribute), 565
 name (bpy.types.NetRenderJob attribute), 581
 name (bpy.types.NetRenderSlave attribute), 584
 name (bpy.types.NlaStrip attribute), 586
 name (bpy.types.NlaTrack attribute), 588
 name (bpy.types.Node attribute), 589
 name (bpy.types.OperatorFileListElement attribute), 617
 name (bpy.types.ParticleSystem attribute), 650
 name (bpy.types.PointCache attribute), 660
 name (bpy.types.PoseBone attribute), 672
 name (bpy.types.SceneRenderLayer attribute), 724
 name (bpy.types.Sensor attribute), 735
 name (bpy.types.Sequence attribute), 737
 name (bpy.types.ShapeKey attribute), 767
 name (bpy.types.Theme attribute), 873
 name (bpy.types.TimelineMarker attribute), 913
 name (bpy.types.TransformOrientation attribute), 924

- name (bpy.types.VertexGroup attribute), 974
 NandController (class in bpy.types), 579
 narrowness (bpy.types.WaveModifier attribute), 984
 ndof_pan_speed (bpy.types.UserPreferencesInput attribute), 961
 ndof_rotate_speed (bpy.types.UserPreferencesInput attribute), 961
 near (bge.types.KX_Camera attribute), 1113
 NearSensor (class in bpy.types), 579
 negate() (mathutils.Vector method), 1024
 NET_RENDER (class in bpy.types), 578
 netclientanim() (in module bpy.ops.render), 91
 netclientblacklistslave() (in module bpy.ops.render), 91
 netclientcancel() (in module bpy.ops.render), 91
 netclientcancelall() (in module bpy.ops.render), 91
 netclientdownload() (in module bpy.ops.render), 91
 netclientscan() (in module bpy.ops.render), 91
 netclientsend() (in module bpy.ops.render), 91
 netclientsendframe() (in module bpy.ops.render), 91
 netclientslaves() (in module bpy.ops.render), 91
 netclientstart() (in module bpy.ops.render), 91
 netclientstatus() (in module bpy.ops.render), 91
 netclientvcsguess() (in module bpy.ops.render), 91
 netclientweb() (in module bpy.ops.render), 91
 netclientwhitelistslave() (in module bpy.ops.render), 92
 NetRenderJob (class in bpy.types), 581
 NetRenderSettings (class in bpy.types), 581
 NetRenderSettings.jobs (in module bpy.types), 582
 NetRenderSettings.slaves (in module bpy.types), 582
 NetRenderSettings.slaves_blacklist (in module bpy.types), 582
 NetRenderSlave (class in bpy.types), 584
 netslavebake() (in module bpy.ops.render), 92
 new() (bpy.types.ActionFCurves method), 145
 new() (bpy.types.ActionGroups method), 148
 new() (bpy.types.ActionPoseMarkers method), 149
 new() (bpy.types.Addons class method), 153
 new() (bpy.types.ArmatureEditBones method), 170
 new() (bpy.types.ChannelDriverVariables method), 214
 new() (bpy.types.ColorRampElements method), 231
 new() (bpy.types.CompositorNodes method), 290
 new() (bpy.types.CurveSplines method), 315
 new() (bpy.types.FCurveModifiers method), 356
 new() (bpy.types.KeyConfigurations method), 436
 new() (bpy.types.KeyingSets method), 456
 new() (bpy.types.KeyMapItems method), 442
 new() (bpy.types.KeyMaps method), 445
 new() (bpy.types.MainActions method), 481
 new() (bpy.types.MainArmatures method), 482
 new() (bpy.types.MainBrushes method), 483
 new() (bpy.types.MainCameras method), 484
 new() (bpy.types.MainCurves method), 485
 new() (bpy.types.MainGroups method), 487
 new() (bpy.types.MainImages method), 488
 new() (bpy.types.MainLamps method), 489
 new() (bpy.types.MainLattices method), 490
 new() (bpy.types.MainMaterials method), 491
 new() (bpy.types.MainMeshes method), 492
 new() (bpy.types.MainMetaBalls method), 493
 new() (bpy.types.MainNodeTrees method), 494
 new() (bpy.types.MainObjects method), 495
 new() (bpy.types.MainParticles method), 496
 new() (bpy.types.MainScenes method), 497
 new() (bpy.types.MainTexts method), 498
 new() (bpy.types.MainTextures method), 499
 new() (bpy.types.MainWorlds method), 500
 new() (bpy.types.MetaBallElements method), 558
 new() (bpy.types.NodeLinks method), 591
 new() (bpy.types.ObjectConstraints method), 611
 new() (bpy.types.ObjectModifiers method), 612
 new() (bpy.types.PoseBoneConstraints method), 675
 new() (bpy.types.ShaderNodes method), 764
 new() (bpy.types.TextureNodes method), 870
 new() (bpy.types.TimelineMarkers method), 914
 new() (bpy.types.UVTextures method), 951
 new() (bpy.types.VertexColors method), 973
 new() (bpy.types.VertexGroups method), 976
 new() (in module bpy.ops.action), 5
 new() (in module bpy.ops.image), 35
 new() (in module bpy.ops.material), 44
 new() (in module bpy.ops.particle), 85
 new() (in module bpy.ops.scene), 93
 new() (in module bpy.ops.screen), 94
 new() (in module bpy.ops.text), 108
 new() (in module bpy.ops.texture), 111
 new() (in module bpy.ops.world), 141
 new_modal() (bpy.types.KeyMapItems method), 443
 new_target() (in module bpy.ops.particle), 85
 next() (in module bpy.ops.file), 26
 next_edit() (in module bpy.ops.sequencer), 100
 next_marker() (in module bpy.ops.text), 108
 NINEKEY (in module bge.events), 1146
 NKEY (in module bge.events), 1145
 NlaStrip (class in bpy.types), 585
 NlaStrip.active (in module bpy.types), 585
 NlaStrip.fcurves (in module bpy.types), 585
 NlaStrip.modifiers (in module bpy.types), 586
 NlaStrip.strips (in module bpy.types), 586
 NlaStrip.type (in module bpy.types), 586
 NlaTrack (class in bpy.types), 587
 NlaTrack.active (in module bpy.types), 587
 NlaTrack.is_solo (in module bpy.types), 587
 NlaTrack.strips (in module bpy.types), 588
 Node (class in bpy.types), 588
 Node.inputs (in module bpy.types), 589
 Node.outputs (in module bpy.types), 589
 node_backdrop (bpy.types.ThemeNodeEditor attribute), 894

- node_output (bpy.types.CompositorNodeTexture attribute), 282
 - node_output (bpy.types.ShaderNodeTexture attribute), 759
 - node_output (bpy.types.TextureNodeTexture attribute), 865
 - node_tree (bpy.types.NodeGroup attribute), 590
 - NodeGroup (class in bpy.types), 590
 - NodeLink (class in bpy.types), 590
 - NodeLink.from_node (in module bpy.types), 590
 - NodeLink.from_socket (in module bpy.types), 590
 - NodeLink.to_node (in module bpy.types), 591
 - NodeLink.to_socket (in module bpy.types), 591
 - NodeLinks (class in bpy.types), 591
 - NodeSocket (class in bpy.types), 592
 - NodeSocket.name (in module bpy.types), 592
 - NodeSocket.type (in module bpy.types), 592
 - NodeTree (class in bpy.types), 593
 - NodeTree.animation_data (in module bpy.types), 593
 - NodeTree.links (in module bpy.types), 593
 - NodeTree.type (in module bpy.types), 594
 - noise (bpy.types.FieldSettings attribute), 370
 - noise() (in module bpy.ops.mesh), 49
 - noise_basis (bpy.types.CloudsTexture attribute), 223
 - noise_basis (bpy.types.DistortedNoiseTexture attribute), 321
 - noise_basis (bpy.types.MarbleTexture attribute), 502
 - noise_basis (bpy.types.MusgraveTexture attribute), 576
 - noise_basis (bpy.types.PointDensity attribute), 662
 - noise_basis (bpy.types.StucciTexture attribute), 833
 - noise_basis (bpy.types.WoodTexture attribute), 991
 - noise_depth (bpy.types.CloudsTexture attribute), 224
 - noise_depth (bpy.types.MagicTexture attribute), 480
 - noise_depth (bpy.types.MarbleTexture attribute), 502
 - noise_distortion (bpy.types.DistortedNoiseTexture attribute), 321
 - noise_intensity (bpy.types.MusgraveTexture attribute), 576
 - noise_intensity (bpy.types.VoronoiTexture attribute), 979
 - noise_scale (bpy.types.CloudsTexture attribute), 224
 - noise_scale (bpy.types.DistortedNoiseTexture attribute), 321
 - noise_scale (bpy.types.MarbleTexture attribute), 502
 - noise_scale (bpy.types.MusgraveTexture attribute), 576
 - noise_scale (bpy.types.StucciTexture attribute), 833
 - noise_scale (bpy.types.VoronoiTexture attribute), 979
 - noise_scale (bpy.types.WoodTexture attribute), 991
 - noise_type (bpy.types.CloudsTexture attribute), 224
 - noise_type (bpy.types.MarbleTexture attribute), 503
 - noise_type (bpy.types.SmokeDomainSettings attribute), 776
 - noise_type (bpy.types.StucciTexture attribute), 833
 - noise_type (bpy.types.WoodTexture attribute), 991
 - noisebasis_2 (bpy.types.MarbleTexture attribute), 503
 - noisebasis_2 (bpy.types.WoodTexture attribute), 991
 - NoiseTexture (class in bpy.types), 595
 - NoiseTexture.users_material (in module bpy.types), 595
 - NoiseTexture.users_object_modifier (in module bpy.types), 595
 - NorController (class in bpy.types), 596
 - normal (bge.types.KX_VertexProxy attribute), 1102
 - normal (bpy.types.MeshVertex attribute), 553
 - normal (bpy.types.ThemeBoneColorSet attribute), 876
 - normal (bpy.types.ThemeView3D attribute), 909
 - normal_angle (bpy.types.ImagePaint attribute), 418
 - normal_factor (bpy.types.MaterialTextureSlot attribute), 523
 - normal_factor (bpy.types.ParticleSettings attribute), 642
 - normal_map_space (bpy.types.MaterialTextureSlot attribute), 523
 - normal_size (bpy.types.ToolSettings attribute), 916
 - normal_space (bpy.types.ImageTexture attribute), 423
 - normal_weight (bpy.types.Brush attribute), 203
 - normalize() (mathutils.Vector method), 1024
 - normals_make_consistent() (in module bpy.ops.mesh), 49
 - numAxis (bge.types.SCA_JoystickSensor attribute), 1107
 - numButtons (bge.types.SCA_JoystickSensor attribute), 1107
 - numHats (bge.types.SCA_JoystickSensor attribute), 1107
 - numMaterials (bge.types.KX_MeshProxy attribute), 1078
 - numPolygons (bge.types.KX_MeshProxy attribute), 1078
 - nurb_sel_uline (bpy.types.ThemeView3D attribute), 909
 - nurb_sel_vline (bpy.types.ThemeView3D attribute), 909
 - nurb_uline (bpy.types.ThemeView3D attribute), 909
 - nurb_vline (bpy.types.ThemeView3D attribute), 909
- ## O
- obj() (in module bpy.ops.export_scene), 23
 - obj() (in module bpy.ops.import_scene), 39
 - object (bge.types.KX_CameraActuator attribute), 1064
 - object (bge.types.KX_ParentActuator attribute), 1084
 - object (bge.types.KX_SCA_AddObjectActuator attribute), 1093
 - object (bge.types.KX_TrackToActuator attribute), 1099
 - object (bpy.types.ArmatureModifier attribute), 171
 - object (bpy.types.BoidRuleAvoid attribute), 186
 - object (bpy.types.BoidRuleFollowLeader attribute), 189
 - object (bpy.types.BoidRuleGoal attribute), 189
 - object (bpy.types.BooleanModifier attribute), 200
 - object (bpy.types.CameraActuator attribute), 212
 - object (bpy.types.CastModifier attribute), 213
 - object (bpy.types.CurveModifier attribute), 314
 - object (bpy.types.EditObjectActuator attribute), 336
 - object (bpy.types.HookModifier attribute), 408
 - object (bpy.types.LampTextureSlot attribute), 464
 - object (bpy.types.LatticeModifier attribute), 468
 - object (bpy.types.MaterialTextureSlot attribute), 523
 - object (bpy.types.MeshDeformModifier attribute), 538

- object (bpy.types.ParentActuator attribute), 626
- object (bpy.types.ParticleInstanceModifier attribute), 635
- object (bpy.types.ParticleTarget attribute), 655
- object (bpy.types.PointDensity attribute), 663
- object (bpy.types.PropertyActuator attribute), 678
- object (bpy.types.ScrewModifier attribute), 732
- object (bpy.types.UVProjector attribute), 951
- object (bpy.types.WorldTextureSlot attribute), 999
- Object (class in bpy.types), 597
- Object.active_shape_key (in module bpy.types), 597
- Object.animation_data (in module bpy.types), 597
- Object.animation_visualisation (in module bpy.types), 597
- Object.bound_box (in module bpy.types), 597
- Object.children (in module bpy.types), 603
- Object.collision (in module bpy.types), 597
- Object.constraints (in module bpy.types), 597
- Object.dupli_list (in module bpy.types), 598
- Object.field (in module bpy.types), 599
- Object.game (in module bpy.types), 599
- Object.is_duplicator (in module bpy.types), 599
- Object.material_slots (in module bpy.types), 600
- Object.mode (in module bpy.types), 600
- Object.modifiers (in module bpy.types), 600
- Object.motion_path (in module bpy.types), 600
- Object.parent_vertices (in module bpy.types), 601
- Object.particle_systems (in module bpy.types), 601
- Object.pose (in module bpy.types), 601
- Object.pose_library (in module bpy.types), 601
- Object.proxy (in module bpy.types), 601
- Object.proxy_group (in module bpy.types), 601
- Object.soft_body (in module bpy.types), 602
- Object.type (in module bpy.types), 602
- Object.users_group (in module bpy.types), 603
- Object.users_scene (in module bpy.types), 603
- Object.vertex_groups (in module bpy.types), 603
- object_active (bpy.types.ThemeView3D attribute), 909
- object_align (bpy.types.UserPreferencesEdit attribute), 956
- object_align_factor (bpy.types.ParticleSettings attribute), 642
- object_as_camera() (in module bpy.ops.view3d), 129
- object_factor (bpy.types.ParticleSettings attribute), 642
- object_grouped (bpy.types.ThemeView3D attribute), 909
- object_grouped_active (bpy.types.ThemeView3D attribute), 909
- object_operation() (in module bpy.ops.outliner), 80
- object_origin_size (bpy.types.UserPreferencesView attribute), 967
- object_property (bpy.types.PropertyActuator attribute), 678
- object_selected (bpy.types.ThemeView3D attribute), 909
- ObjectActuator (class in bpy.types), 607
- ObjectBase (class in bpy.types), 610
- ObjectBase.object (in module bpy.types), 610
- ObjectConstraints (class in bpy.types), 611
- objectLastCreated (bge.types.KX_SCA_AddObjectActuator attribute), 1093
- ObjectModifiers (class in bpy.types), 612
- objects (bge.types.KX_Scene attribute), 1096
- objects_add_active() (in module bpy.ops.group), 34
- objects_remove() (in module bpy.ops.group), 35
- objects_remove_active() (in module bpy.ops.group), 35
- objectsInactive (bge.types.KX_Scene attribute), 1096
- ObstacleFluidSettings (class in bpy.types), 613
- occlusion (bge.types.KX_GameObject attribute), 1067
- occlusion_culling_resolution (bpy.types.SceneGameData attribute), 719
- octaves (bpy.types.MusgraveTexture attribute), 577
- octree_resolution (bpy.types.RenderSettings attribute), 702
- offset (bpy.types.CompositorNodeColorBalance attribute), 241
- offset (bpy.types.CompositorNodeMapValue attribute), 268
- offset (bpy.types.CompositorNodeTonemap attribute), 284
- offset (bpy.types.Curve attribute), 308
- offset (bpy.types.FloorConstraint attribute), 378
- offset (bpy.types.FollowPathConstraint attribute), 382
- offset (bpy.types.MusgraveTexture attribute), 577
- offset (bpy.types.PivotConstraint attribute), 656
- offset (bpy.types.ShrinkwrapModifier attribute), 771
- offset (bpy.types.SolidifyModifier attribute), 785
- offset (bpy.types.TextureNodeBricks attribute), 853
- offset (bpy.types.TextureSlot attribute), 871
- offset_factor (bpy.types.FollowPathConstraint attribute), 382
- offset_frequency (bpy.types.TextureNodeBricks attribute), 853
- offset_location (bpy.types.ObjectActuator attribute), 608
- offset_object (bpy.types.ArrayModifier attribute), 174
- offset_rotation (bpy.types.ObjectActuator attribute), 608
- offset_x (bpy.types.BackgroundImage attribute), 175
- offset_x (bpy.types.SequenceTransform attribute), 744
- offset_x (bpy.types.SpaceSequenceEditor attribute), 806
- offset_x (bpy.types.TextCurve attribute), 845
- offset_y (bpy.types.BackgroundImage attribute), 175
- offset_y (bpy.types.SequenceTransform attribute), 744
- offset_y (bpy.types.SpaceSequenceEditor attribute), 806
- offset_y (bpy.types.TextCurve attribute), 845
- offset_z (bpy.types.Material attribute), 507
- OKEY (in module bge.events), 1145
- ONEKEY (in module bge.events), 1146
- opacity (bpy.types.BackgroundImage attribute), 175
- open() (in module bpy.ops.font), 29
- open() (in module bpy.ops.image), 35
- open() (in module bpy.ops.sound), 104

- open() (in module bpy.ops.text), 108
 open_left_mouse_delay (bpy.types.UserPreferencesView attribute), 967
 open_mainfile() (in module bpy.ops.wm), 137
 open_right_mouse_delay (bpy.types.UserPreferencesView attribute), 967
 open_sublevel_delay (bpy.types.UserPreferencesView attribute), 967
 open_toplevel_delay (bpy.types.UserPreferencesView attribute), 967
 OpenGL() (in module bpy.ops.render), 92
 operation (bge.types.KX_StateActuator attribute), 1099
 operation (bpy.types.BooleanModifier attribute), 200
 operation (bpy.types.CompositorNodeMath attribute), 269
 operation (bpy.types.ShaderNodeMath attribute), 753
 operation (bpy.types.ShaderNodeVectorMath attribute), 763
 operation (bpy.types.StateActuator attribute), 828
 operation (bpy.types.TextureNodeMath attribute), 861
 operation() (in module bpy.ops.outliner), 80
 Operator (class in bpy.types), 615
 operator() (bpy.types.UILayout method), 936
 Operator.has_reports (in module bpy.types), 615
 Operator.layout (in module bpy.types), 615
 Operator.name (in module bpy.types), 615
 Operator.properties (in module bpy.types), 615
 operator_cheat_sheet() (in module bpy.ops.help), 35
 operator_context (bpy.types.UILayout attribute), 926
 operator_enums() (bpy.types.UILayout method), 938
 operator_menu_enum() (bpy.types.UILayout method), 938
 operator_node (bpy.types.ThemeNodeEditor attribute), 894
 OperatorFileListElement (class in bpy.types), 617
 OperatorMousePath (class in bpy.types), 617
 OperatorProperties (class in bpy.types), 618
 OperatorStrokeElement (class in bpy.types), 619
 OperatorTypeMacro (class in bpy.types), 620
 OperatorTypeMacro.properties (in module bpy.types), 620
 option (bge.types.KX_ConstraintActuator attribute), 1065
 OrController (class in bpy.types), 621
 order (mathutils.Euler attribute), 1015
 order_u (bpy.types.Spline attribute), 819
 order_v (bpy.types.Spline attribute), 819
 orient_weight (bpy.types.KinematicConstraint attribute), 459
 orientation (aud.Handle attribute), 1054
 orientation (bge.types.KX_GameObject attribute), 1067
 orientation (bge.types.KX_SoundActuator attribute), 1098
 origin (bpy.types.SimpleDeformModifier attribute), 773
 origin_clear() (in module bpy.ops.object), 72
 origin_set() (in module bpy.ops.object), 72
 ortho_scale (bge.types.KX_Camera attribute), 1112
 ortho_scale (bpy.types.Camera attribute), 210
 OrthoProjection() (mathutils.Matrix class method), 1016
 oskey (bpy.types.KeyMapItem attribute), 440
 OutflowFluidSettings (class in bpy.types), 621
 outline (bpy.types.ThemeWidgetColors attribute), 911
 output_node (bpy.types.TextureSlot attribute), 871
 overlay_frame (bpy.types.SequenceEditor attribute), 741
 overlay_lock (bpy.types.SequenceEditor attribute), 741
 overwrite_toggle() (in module bpy.ops.text), 109
 owner (bge.types.SCA_ILogicBrick attribute), 1055
 owner (mathutils.Color attribute), 1014
 owner (mathutils.Euler attribute), 1015
 owner (mathutils.Matrix attribute), 1019
 owner (mathutils.Quaternion attribute), 1021
 owner (mathutils.Vector attribute), 1026
 owner_space (bpy.types.Constraint attribute), 293
- ## P
- pack() (in module bpy.ops.image), 36
 pack() (in module bpy.ops.sound), 104
 pack_all() (in module bpy.ops.file), 26
 pack_islands() (in module bpy.ops.uv), 123
 PackedFile (class in bpy.types), 622
 PackedFile.size (in module bpy.types), 622
 PAD0 (in module bge.events), 1146
 PAD1 (in module bge.events), 1146
 PAD2 (in module bge.events), 1146
 PAD3 (in module bge.events), 1146
 PAD4 (in module bge.events), 1146
 PAD5 (in module bge.events), 1146
 PAD6 (in module bge.events), 1146
 PAD7 (in module bge.events), 1147
 PAD8 (in module bge.events), 1147
 PAD9 (in module bge.events), 1147
 PADASTERKEY (in module bge.events), 1147
 PADENTER (in module bge.events), 1147
 PADMINUS (in module bge.events), 1147
 PADPERIOD (in module bge.events), 1147
 PADPLUSKEY (in module bge.events), 1147
 PADSLASHKEY (in module bge.events), 1147
 PAGEDOWNKEY (in module bge.events), 1148
 PAGEUPKEY (in module bge.events), 1148
 Paint (class in bpy.types), 623
 pan() (in module bpy.ops.view2d), 126
 panel (bpy.types.ThemeGraphEditor attribute), 885
 panel (bpy.types.ThemeLogicEditor attribute), 890
 panel (bpy.types.ThemeProperties attribute), 897
 panel (bpy.types.ThemeView3D attribute), 909
 Panel (class in bpy.types), 624
 Panel.layout (in module bpy.types), 625

- panelzoom (bpy.types.ThemeStyle attribute), 900
 para1 (bge.types.SCA_RandomActuator attribute), 1110
 para2 (bge.types.SCA_RandomActuator attribute), 1110
 parent (bge.types.BL_ArmatureBone attribute), 1126
 parent (bge.types.BL_ArmatureChannel attribute), 1121
 parent (bge.types.KX_GameObject attribute), 1066
 parent (bpy.types.EditBone attribute), 333
 parent (bpy.types.Object attribute), 600
 parent (bpy.types.ParticleSystem attribute), 650
 parent() (in module bpy.ops.file), 26
 parent_bone (bpy.types.Object attribute), 600
 parent_clear() (in module bpy.ops.armature), 11
 parent_clear() (in module bpy.ops.object), 73
 parent_index() (bpy.types.Bone method), 197
 parent_index() (bpy.types.EditBone method), 335
 parent_index() (bpy.types.PoseBone method), 674
 parent_no_inverse_set() (in module bpy.ops.object), 73
 parent_set() (in module bpy.ops.armature), 12
 parent_set() (in module bpy.ops.object), 73
 parent_type (bpy.types.Object attribute), 601
 ParentActuator (class in bpy.types), 626
 partial_slip_factor (bpy.types.DomainFluidSettings attribute), 323
 partial_slip_factor (bpy.types.ObstacleFluidSettings attribute), 614
 Particle (class in bpy.types), 627
 Particle.is_exist (in module bpy.types), 627
 Particle.is_hair (in module bpy.types), 627
 Particle.is_visible (in module bpy.types), 627
 Particle.keys (in module bpy.types), 627
 particle_cache_space (bpy.types.PointDensity attribute), 663
 particle_edit_toggle() (in module bpy.ops.particle), 85
 particle_factor (bpy.types.ParticleSettings attribute), 643
 particle_influence (bpy.types.ParticleFluidSettings attribute), 633
 particle_size (bpy.types.ParticleSettings attribute), 643
 particle_system (bpy.types.PointDensity attribute), 663
 particle_system (bpy.types.SmokeFlowSettings attribute), 777
 particle_system_add() (in module bpy.ops.object), 73
 particle_system_index (bpy.types.ParticleInstanceModifier attribute), 635
 particle_system_remove() (in module bpy.ops.object), 73
 ParticleBrush (class in bpy.types), 628
 ParticleBrush.curve (in module bpy.types), 628
 ParticleDupliWeight (class in bpy.types), 629
 ParticleDupliWeight.name (in module bpy.types), 630
 ParticleEdit (class in bpy.types), 630
 ParticleEdit.brush (in module bpy.types), 630
 ParticleEdit.is_editable (in module bpy.types), 631
 ParticleEdit.is_hair (in module bpy.types), 631
 ParticleEdit.object (in module bpy.types), 631
 ParticleFluidSettings (class in bpy.types), 632
 ParticleHairKey (class in bpy.types), 633
 ParticleInstanceModifier (class in bpy.types), 634
 ParticleKey (class in bpy.types), 636
 ParticleSettings (class in bpy.types), 637
 ParticleSettings.active_dupliweight (in module bpy.types), 637
 ParticleSettings.animation_data (in module bpy.types), 638
 ParticleSettings.boids (in module bpy.types), 638
 ParticleSettings.dupli_weights (in module bpy.types), 640
 ParticleSettings.effector_weights (in module bpy.types), 640
 ParticleSettings.fluid (in module bpy.types), 640
 ParticleSettings.force_field_1 (in module bpy.types), 641
 ParticleSettings.force_field_2 (in module bpy.types), 641
 ParticleSystem (class in bpy.types), 648
 ParticleSystem.active_particle_target (in module bpy.types), 648
 ParticleSystem.child_particles (in module bpy.types), 649
 ParticleSystem.cloth (in module bpy.types), 649
 ParticleSystem.has_multiple_caches (in module bpy.types), 649
 ParticleSystem.is_editable (in module bpy.types), 650
 ParticleSystem.is_edited (in module bpy.types), 650
 ParticleSystem.is_global_hair (in module bpy.types), 650
 ParticleSystem.particles (in module bpy.types), 650
 ParticleSystem.point_cache (in module bpy.types), 650
 ParticleSystem.targets (in module bpy.types), 651
 ParticleSystemModifier (class in bpy.types), 653
 ParticleSystemModifier.particle_system (in module bpy.types), 653
 ParticleSystems (class in bpy.types), 653
 ParticleSystems.active (in module bpy.types), 653
 ParticleTarget (class in bpy.types), 654
 ParticleTarget.name (in module bpy.types), 654
 parts_x (bpy.types.RenderSettings attribute), 702
 parts_y (bpy.types.RenderSettings attribute), 702
 pass_index (bpy.types.Object attribute), 601
 passepout_alpha (bpy.types.Camera attribute), 210
 passes (bpy.types.WorldLighting attribute), 996
 passNumber (bge.types.SCA_2DFilterActuator attribute), 1105
 paste() (in module bpy.ops.action), 5
 paste() (in module bpy.ops.console), 16
 paste() (in module bpy.ops.graph), 32
 paste() (in module bpy.ops.material), 44
 paste() (in module bpy.ops.pose), 88
 paste() (in module bpy.ops.sequencer), 100
 paste() (in module bpy.ops.text), 109
 paste_driver_button() (in module bpy.ops.anim), 9
 path (bpy.types.NetRenderSettings attribute), 582
 path_duration (bpy.types.Curve attribute), 308
 path_end (bpy.types.ParticleSettings attribute), 643
 path_from_id() (bpy.types.bpy_struct method), 1006

- path_menu() (bpy.types.Menu method), 531
 path_open() (in module bpy.ops.wm), 138
 path_resolve() (bpy.types.bpy_struct method), 1007
 path_start (bpy.types.ParticleSettings attribute), 643
 paths_calculate() (in module bpy.ops.object), 73
 paths_calculate() (in module bpy.ops.pose), 88
 paths_clear() (in module bpy.ops.object), 73
 paths_clear() (in module bpy.ops.pose), 88
 PAUSEKEY (in module bge.events), 1148
 pen_flip (bpy.types.OperatorStrokeElement attribute), 619
 PERIODKEY (in module bge.events), 1148
 permeability (bpy.types.CollisionSettings attribute), 228
 perspective (bge.types.KX_Camera attribute), 1113
 phase (bpy.types.FModifierNoise attribute), 366
 phase_factor (bpy.types.ParticleSettings attribute), 643
 phase_factor_random (bpy.types.ParticleSettings attribute), 643
 phase_multiplier (bpy.types.FModifierFunctionGenerator attribute), 363
 phase_offset (bpy.types.FModifierFunctionGenerator attribute), 363
 physics_engine (bpy.types.SceneGameData attribute), 719
 physics_gravity (bpy.types.SceneGameData attribute), 719
 physics_step_max (bpy.types.SceneGameData attribute), 719
 physics_step_sub (bpy.types.SceneGameData attribute), 719
 physics_type (bpy.types.GameObjectSettings attribute), 393
 physics_type (bpy.types.ParticleSettings attribute), 643
 pid (bge.types.KX_ObjectActuator attribute), 1083
 pin (bpy.types.Actuator attribute), 150
 pin (bpy.types.Sensor attribute), 735
 pin() (in module bpy.ops.uv), 123
 pin_id (bpy.types.SpaceProperties attribute), 805
 pin_stiffness (bpy.types.ClothSettings attribute), 222
 pin_uv (bpy.types.MeshTextureFace attribute), 550
 pitch (aud.Handle attribute), 1054
 pitch (bge.types.KX_SoundActuator attribute), 1098
 pitch (bpy.types.BoidSettings attribute), 192
 pitch (bpy.types.SoundActuator attribute), 788
 pivot_point (bpy.types.SpaceGraphEditor attribute), 796
 pivot_point (bpy.types.SpaceUVEditor attribute), 811
 pivot_point (bpy.types.SpaceView3D attribute), 814
 pivot_type (bpy.types.RigidBodyJointConstraint attribute), 709
 pivot_x (bpy.types.RigidBodyJointConstraint attribute), 709
 pivot_y (bpy.types.RigidBodyJointConstraint attribute), 709
 pivot_z (bpy.types.RigidBodyJointConstraint attribute), 709
 PivotConstraint (class in bpy.types), 655
 pixel_aspect_x (bpy.types.RenderSettings attribute), 702
 pixel_aspect_y (bpy.types.RenderSettings attribute), 702
 pixel_filter_type (bpy.types.RenderSettings attribute), 702
 PKEY (in module bge.events), 1145
 plane_offset (bpy.types.Brush attribute), 203
 plane_trim (bpy.types.Brush attribute), 203
 plastic (bpy.types.SoftBodySettings attribute), 783
 play_mode (bpy.types.ActionActuator attribute), 143
 play_rendered_anim() (in module bpy.ops.render), 92
 play_type (bpy.types.FCurveActuator attribute), 354
 plugin_strip (bpy.types.ThemeSequenceEditor attribute), 899
 PluginSequence (class in bpy.types), 657
 PluginSequence.filename (in module bpy.types), 657
 PluginTexture (class in bpy.types), 658
 PluginTexture.users_material (in module bpy.types), 658
 PluginTexture.users_object_modifier (in module bpy.types), 658
 ply() (in module bpy.ops.export), 21
 point_cache_compress_type (bpy.types.SmokeDomainSettings attribute), 776
 point_source (bpy.types.PointDensity attribute), 663
 PointCache (class in bpy.types), 659
 PointCache.frames_skipped (in module bpy.types), 660
 PointCache.info (in module bpy.types), 660
 PointCache.is_baked (in module bpy.types), 660
 PointCache.is_baking (in module bpy.types), 660
 PointCache.is_outdated (in module bpy.types), 660
 PointCache.point_caches (in module bpy.types), 660
 PointCaches (class in bpy.types), 661
 PointDensity (class in bpy.types), 662
 PointDensity.color_ramp (in module bpy.types), 662
 PointDensityTexture (class in bpy.types), 664
 PointDensityTexture.point_density (in module bpy.types), 664
 PointDensityTexture.users_material (in module bpy.types), 664
 PointDensityTexture.users_object_modifier (in module bpy.types), 664
 PointerProperty (class in bpy.types), 667
 PointerProperty() (in module bpy.props), 1012
 PointerProperty.fixed_type (in module bpy.types), 667
 PointInQuad2D() (in module mathutils.geometry), 1043
 pointInsideFrustum() (bge.types.KX_Camera method), 1114
 PointInTriangle2D() (in module mathutils.geometry), 1043
 PointLamp (class in bpy.types), 665
 PointLamp.falloff_curve (in module bpy.types), 665

- points (bpy.types.ThemeFontStyle attribute), 883
- points_u (bpy.types.Lattice attribute), 467
- points_v (bpy.types.Lattice attribute), 467
- points_w (bpy.types.Lattice attribute), 467
- pole_angle (bpy.types.KinematicConstraint attribute), 459
- pole_subtarget (bpy.types.KinematicConstraint attribute), 459
- pole_target (bpy.types.KinematicConstraint attribute), 459
- poll() (bpy.types.KeyingSetInfo method), 452
- poll() (bpy.types.Macro class method), 479
- poll() (bpy.types.Menu class method), 530
- poll() (bpy.types.Operator class method), 615
- poll() (bpy.types.Panel class method), 625
- poly_order (bpy.types.FModifierGenerator attribute), 364
- PolyFill() (in module mathutils.geometry), 1043
- pop() (bpy.types.IDMaterials method), 411
- Pose (class in bpy.types), 668
- Pose.animation_visualisation (in module bpy.types), 668
- Pose.bone_groups (in module bpy.types), 668
- Pose.bones (in module bpy.types), 668
- Pose.ik_param (in module bpy.types), 669
- pose_add() (in module bpy.ops.poselib), 90
- pose_head (bge.types.BL_ArmatureChannel attribute), 1123
- pose_matrix (bge.types.BL_ArmatureChannel attribute), 1123
- pose_position (bpy.types.Armature attribute), 166
- pose_remove() (in module bpy.ops.poselib), 90
- pose_rename() (in module bpy.ops.poselib), 90
- pose_tail (bge.types.BL_ArmatureChannel attribute), 1123
- PoseBone (class in bpy.types), 669
- PoseBone.basename (in module bpy.types), 673
- PoseBone.bone (in module bpy.types), 669
- PoseBone.center (in module bpy.types), 673
- PoseBone.child (in module bpy.types), 670
- PoseBone.children (in module bpy.types), 673
- PoseBone.children_recursive (in module bpy.types), 673
- PoseBone.children_recursive_basename (in module bpy.types), 673
- PoseBone.constraints (in module bpy.types), 670
- PoseBone.head (in module bpy.types), 670
- PoseBone.is_in_ik_chain (in module bpy.types), 671
- PoseBone.matrix (in module bpy.types), 672
- PoseBone.matrix_channel (in module bpy.types), 672
- PoseBone.motion_path (in module bpy.types), 672
- PoseBone.parent (in module bpy.types), 672
- PoseBone.parent_recursive (in module bpy.types), 673
- PoseBone.tail (in module bpy.types), 672
- PoseBone.vector (in module bpy.types), 673
- PoseBone.x_axis (in module bpy.types), 673
- PoseBone.y_axis (in module bpy.types), 673
- PoseBone.z_axis (in module bpy.types), 673
- PoseBoneConstraints (class in bpy.types), 675
- posemode_toggle() (in module bpy.ops.object), 73
- position (aud.Handle attribute), 1054
- position (bge.types.KX_GameObject attribute), 1067
- position (bge.types.KX_SoundActuator attribute), 1098
- position (bge.types.SCA_MouseSensor attribute), 1080
- position (bge.types.SCA_PythonMouse attribute), 1056
- position (bpy.types.ColorRampElement attribute), 231
- position (bpy.types.ParticleInstanceModifier attribute), 635
- position() (in module blf), 1046
- positive (bge.types.SCA_ISensor attribute), 1057
- post_draw (bge.types.KX_Scene attribute), 1097
- power (bpy.types.CompositorNodeColorBalance attribute), 242
- pre_draw (bge.types.KX_Scene attribute), 1096
- pre_roll (bpy.types.ClothSettings attribute), 222
- precision (bpy.types.Itasc attribute), 431
- precision (bpy.types.MeshDeformModifier attribute), 538
- prefetch_frames (bpy.types.UserPreferencesSystem attribute), 964
- premul (bpy.types.CompositorNodeAlphaOver attribute), 235
- prepend() (bpy.types.Header class method), 405
- prepend() (bpy.types.InputKeyMapPanel class method), 428
- prepend() (bpy.types.Menu class method), 531
- prepend() (bpy.types.Panel class method), 625
- preset_add() (in module bpy.ops.cloth), 14
- preset_add() (in module bpy.ops.render), 92
- preset_find() (in module bpy.utils), 1008
- preset_paths() (in module bpy.utils), 1008
- pressure (bpy.types.GPencilStrokePoint attribute), 388
- pressure (bpy.types.OperatorStrokeElement attribute), 619
- prev_angular_velocity (bpy.types.Particle attribute), 627
- prev_location (bpy.types.Particle attribute), 627
- prev_rotation (bpy.types.Particle attribute), 627
- prev_velocity (bpy.types.Particle attribute), 627
- preview_render_type (bpy.types.Material attribute), 507
- preview_resolution (bpy.types.DomainFluidSettings attribute), 323
- preview_toggle() (in module bpy.ops.node), 61
- previewrange_clear() (in module bpy.ops.anim), 9
- previewrange_set() (in module bpy.ops.action), 5
- previewrange_set() (in module bpy.ops.anim), 9
- previewrange_set() (in module bpy.ops.graph), 32
- previous() (in module bpy.ops.file), 26
- previous_edit() (in module bpy.ops.sequencer), 100
- previous_marker() (in module bpy.ops.text), 109
- primitive_bezier_circle_add() (in module bpy.ops.curve), 18

- primitive_bezier_curve_add() (in module bpy.ops.curve), 18
- primitive_circle_add() (in module bpy.ops.mesh), 49
- primitive_cone_add() (in module bpy.ops.mesh), 50
- primitive_cube_add() (in module bpy.ops.mesh), 50
- primitive_cylinder_add() (in module bpy.ops.mesh), 51
- primitive_grid_add() (in module bpy.ops.mesh), 51
- primitive_ico_sphere_add() (in module bpy.ops.mesh), 51
- primitive_monkey_add() (in module bpy.ops.mesh), 52
- primitive_nurbs_circle_add() (in module bpy.ops.curve), 18
- primitive_nurbs_curve_add() (in module bpy.ops.curve), 19
- primitive_nurbs_path_add() (in module bpy.ops.curve), 19
- primitive_nurbs_surface_circle_add() (in module bpy.ops.surface), 105
- primitive_nurbs_surface_curve_add() (in module bpy.ops.surface), 105
- primitive_nurbs_surface_cylinder_add() (in module bpy.ops.surface), 105
- primitive_nurbs_surface_sphere_add() (in module bpy.ops.surface), 106
- primitive_nurbs_surface_surface_add() (in module bpy.ops.surface), 106
- primitive_nurbs_surface_torus_add() (in module bpy.ops.surface), 107
- primitive_plane_add() (in module bpy.ops.mesh), 52
- primitive_torus_add() (in module bpy.ops.mesh), 53
- primitive_uv_sphere_add() (in module bpy.ops.mesh), 53
- PrintGLInfo() (in module bge.logic), 1131
- priority (bge.types.BL_ActionActuator attribute), 1058
- priority (bge.types.BL_ShapeActionActuator attribute), 1062
- priority (bpy.types.ActionActuator attribute), 143
- priority (bpy.types.NetRenderSettings attribute), 582
- priority (bpy.types.ShapeActionActuator attribute), 765
- progression (bpy.types.BlendTexture attribute), 182
- project_apply() (in module bpy.ops.image), 36
- project_edit() (in module bpy.ops.image), 36
- project_from_view() (in module bpy.ops.uv), 123
- project_image() (in module bpy.ops.paint), 82
- projection_matrix (bge.types.KX_Camera attribute), 1113
- projector_count (bpy.types.UVProjectModifier attribute), 949
- prompt (bpy.types.SpaceConsole attribute), 792
- prop() (bpy.types.UILayout method), 928
- prop_enum() (bpy.types.UILayout method), 932
- prop_menu_enum() (bpy.types.UILayout method), 930
- prop_search() (bpy.types.UILayout method), 934
- properties() (in module bpy.ops.graph), 32
- properties() (in module bpy.ops.image), 36
- properties() (in module bpy.ops.logic), 42
- properties() (in module bpy.ops.nla), 59
- properties() (in module bpy.ops.node), 61
- properties() (in module bpy.ops.sequencer), 100
- properties() (in module bpy.ops.text), 109
- properties() (in module bpy.ops.view3d), 129
- properties_add() (in module bpy.ops.wm), 138
- properties_edit() (in module bpy.ops.wm), 138
- properties_remove() (in module bpy.ops.wm), 138
- property (bpy.types.ActionActuator attribute), 143
- property (bpy.types.CollisionSensor attribute), 227
- property (bpy.types.ConstraintActuator attribute), 295
- property (bpy.types.FCurveActuator attribute), 354
- property (bpy.types.NearSensor attribute), 580
- property (bpy.types.PropertyActuator attribute), 678
- property (bpy.types.PropertySensor attribute), 679
- property (bpy.types.RadarSensor attribute), 683
- property (bpy.types.RandomActuator attribute), 685
- property (bpy.types.RaySensor attribute), 687
- property (bpy.types.ShapeActionActuator attribute), 765
- Property (class in bpy.types), 676
- Property.description (in module bpy.types), 676
- Property.identifier (in module bpy.types), 676
- Property.is_never_none (in module bpy.types), 676
- Property.is_output (in module bpy.types), 676
- Property.is_readonly (in module bpy.types), 676
- Property.is_registered (in module bpy.types), 676
- Property.is_registered_optional (in module bpy.types), 676
- Property.is_required (in module bpy.types), 676
- Property.is_runtime (in module bpy.types), 676
- Property.name (in module bpy.types), 676
- Property.srna (in module bpy.types), 677
- Property.subtype (in module bpy.types), 677
- Property.type (in module bpy.types), 677
- Property.unit (in module bpy.types), 677
- PropertyActuator (class in bpy.types), 678
- PropertySensor (class in bpy.types), 679
- propName (bge.types.BL_ActionActuator attribute), 1058
- propName (bge.types.BL_ShapeActionActuator attribute), 1062
- propName (bge.types.KX_ConstraintActuator attribute), 1065
- propName (bge.types.KX_IpoActuator attribute), 1076
- propName (bge.types.KX_NetworkMessageActuator attribute), 1081
- propName (bge.types.KX_RaySensor attribute), 1092
- propName (bge.types.KX_TouchSensor attribute), 1081
- propName (bge.types.SCA_PropertyActuator attribute), 1109
- propName (bge.types.SCA_PropertySensor attribute), 1109
- propName (bge.types.SCA_RandomActuator attribute), 1110

proportional_coefficient (bpy.types.ObjectActuator attribute), 608
 proportional_edit (bpy.types.ToolSettings attribute), 916
 proportional_edit_falloff (bpy.types.ToolSettings attribute), 916
 props_enum() (bpy.types.UILayout method), 930
 propvalue (bpy.types.KeyMapItem attribute), 440
 protect (bpy.types.ExplodeModifier attribute), 350
 proxy_make() (in module bpy.ops.object), 73
 proxy_render_size (bpy.types.SpaceSequenceEditor attribute), 806
 puff_mode (bpy.types.ParticleBrush attribute), 628
 pull (bpy.types.SoftBodySettings attribute), 783
 push (bpy.types.SoftBodySettings attribute), 783
 push() (in module bpy.ops.pose), 88
 push_pull() (in module bpy.ops.transform), 113
 PyObjectPlus (class in bge.types), 1055
 python_file_run() (in module bpy.ops.script), 96
 PythonConstraint (class in bpy.types), 680
 PythonConstraint.has_script_error (in module bpy.types), 680
 PythonConstraint.targets (in module bpy.types), 680
 PythonController (class in bpy.types), 681

Q

QKEY (in module bge.events), 1145
 quad_attenuation (bge.types.KX_LightObject attribute), 1077
 QuadNormal() (in module mathutils.geometry), 1044
 quadratic_attenuation (bpy.types.PointLamp attribute), 666
 quadratic_attenuation (bpy.types.SpotLamp attribute), 825
 quadratic_drag (bpy.types.FieldSettings attribute), 370
 quads_convert_to_tris() (in module bpy.ops.mesh), 53
 quality (bpy.types.ClothSettings attribute), 222
 quality (bpy.types.CompositorNodeGlare attribute), 259
 quality (bpy.types.CompositorNodeOutputFile attribute), 272
 quality (bpy.types.ControlFluidSettings attribute), 300
 quality (bpy.types.GlowSequence attribute), 400
 Quaternion (class in mathutils), 1019
 Quaternion.conjugate() (in module mathutils), 1019
 Quaternion.copy() (in module mathutils), 1020
 Quaternion.difference() (in module mathutils), 1020
 Quaternion.identity() (in module mathutils), 1020
 Quaternion.inverse() (in module mathutils), 1020
 Quaternion.negate() (in module mathutils), 1020
 Quaternion.normalize() (in module mathutils), 1020
 Quaternion.slerp() (in module mathutils), 1021
 quaternions_flip() (in module bpy.ops.pose), 88
 queue_count (bpy.types.BoidRuleFollowLeader attribute), 189
 quit_blender() (in module bpy.ops.wm), 139

QUOTEKEY (in module bge.events), 1148

R

r (bge.types.KX_VertexProxy attribute), 1102
 r (mathutils.Color attribute), 1014
 RadarSensor (class in bpy.types), 683
 radial_control() (in module bpy.ops.sculpt), 96
 radial_falloff (bpy.types.FieldSettings attribute), 370
 radial_max (bpy.types.FieldSettings attribute), 371
 radial_min (bpy.types.FieldSettings attribute), 371
 radial_symmetry (bpy.types.Sculpt attribute), 733
 radius (bpy.types.BezierSplinePoint attribute), 178
 radius (bpy.types.CastModifier attribute), 213
 radius (bpy.types.GameObjectSettings attribute), 393
 radius (bpy.types.MaterialSubsurfaceScattering attribute), 521
 radius (bpy.types.MetaElement attribute), 559
 radius (bpy.types.PointDensity attribute), 663
 radius (bpy.types.SplinePoint attribute), 823
 radius_interpolation (bpy.types.Spline attribute), 819
 radius_set() (in module bpy.ops.curve), 19
 random_position (bpy.types.ParticleInstanceModifier attribute), 635
 RandomActuator (class in bpy.types), 684
 randomize_transform() (in module bpy.ops.object), 73
 RandomSensor (class in bpy.types), 686
 range (bge.types.KX_RaySensor attribute), 1092
 range (bpy.types.BoidSettings attribute), 192
 range (bpy.types.ConstraintActuator attribute), 295
 range (bpy.types.RaySensor attribute), 687
 range() (bpy.types.FCurve method), 353
 RAS_2DFILTER_BLUR (in module bge.logic), 1138
 RAS_2DFILTER_CUSTOMFILTER (in module bge.logic), 1138
 RAS_2DFILTER_DILATION (in module bge.logic), 1138
 RAS_2DFILTER_DISABLED (in module bge.logic), 1138
 RAS_2DFILTER_ENABLED (in module bge.logic), 1138
 RAS_2DFILTER_EROSION (in module bge.logic), 1139
 RAS_2DFILTER_GRAYSCALE (in module bge.logic), 1139
 RAS_2DFILTER_INVERT (in module bge.logic), 1139
 RAS_2DFILTER_LAPLACIAN (in module bge.logic), 1139
 RAS_2DFILTER_MOTIONBLUR (in module bge.logic), 1139
 RAS_2DFILTER_NOFILTER (in module bge.logic), 1139
 RAS_2DFILTER_PREWITT (in module bge.logic), 1139
 RAS_2DFILTER_SEPIA (in module bge.logic), 1139
 RAS_2DFILTER_SHARPEN (in module bge.logic), 1139

- RAS_2DFILTER_SOBEL (in module bge.logic), 1139
 rate (aud.Device attribute), 1049
 rate (bpy.types.Brush attribute), 203
 ratio (bpy.types.CompositorNodeColorSpill attribute), 243
 ratio (bpy.types.DecimateModifier attribute), 317
 ray_cast() (bpy.types.Object method), 604
 ray_type (bpy.types.RaySensor attribute), 687
 rayCast() (bge.types.KX_GameObject method), 1073
 rayCastTo() (bge.types.KX_GameObject method), 1073
 rayDirection (bge.types.KX_MouseFocusSensor attribute), 1080
 rayDirection (bge.types.KX_RaySensor attribute), 1093
 rayLength (bge.types.KX_ConstraintActuator attribute), 1065
 raymir_factor (bpy.types.MaterialTextureSlot attribute), 523
 RaySensor (class in bpy.types), 687
 raySource (bge.types.KX_MouseFocusSensor attribute), 1080
 rayTarget (bge.types.KX_MouseFocusSensor attribute), 1080
 raytrace_method (bpy.types.RenderSettings attribute), 702
 react_event (bpy.types.ParticleSettings attribute), 643
 reaction_shape (bpy.types.ParticleSettings attribute), 643
 reactor_factor (bpy.types.ParticleSettings attribute), 643
 reactor_target_object (bpy.types.ParticleSystem attribute), 650
 reactor_target_particle_system (bpy.types.ParticleSystem attribute), 650
 read_factory_settings() (in module bpy.ops.wm), 139
 read_fullsamplelayers() (in module bpy.ops.node), 61
 read_homefile() (in module bpy.ops.wm), 139
 read_renderlayers() (in module bpy.ops.node), 62
 reassign_inputs() (in module bpy.ops.sequencer), 100
 recent_files (bpy.types.UserPreferencesFilePaths attribute), 959
 record_composite() (in module bpy.ops.image), 36
 recover_auto_save() (in module bpy.ops.wm), 139
 recover_last_session() (in module bpy.ops.wm), 139
 rect (bpy.types.RenderLayer attribute), 693
 rect (bpy.types.RenderPass attribute), 697
 redo() (in module bpy.ops.ed), 21
 redo_last() (in module bpy.ops.screen), 94
 redraw_timer() (in module bpy.ops.wm), 139
 reference (bge.types.KX_ObjectActuator attribute), 1084
 reference_axis (bpy.types.KinematicConstraint attribute), 459
 reference_object (bpy.types.ObjectActuator attribute), 608
 reference_value (bpy.types.FModifierEnvelope attribute), 361
 reflect() (mathutils.Vector method), 1024
 reflect_factor (bpy.types.MaterialRaytraceMirror attribute), 516
 reflection (bpy.types.MaterialVolume attribute), 529
 reflection_color (bpy.types.MaterialVolume attribute), 529
 reflection_color_factor (bpy.types.MaterialTextureSlot attribute), 523
 reflection_factor (bpy.types.MaterialTextureSlot attribute), 523
 refresh() (in module bpy.ops.file), 26
 refresh_all() (in module bpy.ops.sequencer), 100
 refresh_pyconstraints() (in module bpy.ops.text), 109
 Region (class in bpy.types), 688
 Region.height (in module bpy.types), 688
 Region.id (in module bpy.types), 688
 Region.type (in module bpy.types), 688
 Region.width (in module bpy.types), 688
 region_flip() (in module bpy.ops.screen), 94
 region_quadview() (in module bpy.ops.screen), 94
 region_scale() (in module bpy.ops.screen), 94
 region_to_loop() (in module bpy.ops.mesh), 54
 RegionView3D (class in bpy.types), 689
 RegionView3D.perspective_matrix (in module bpy.types), 689
 RegionView3D.view_matrix (in module bpy.types), 690
 reinstatePhysicsMesh() (bge.types.KX_GameObject method), 1075
 reiteration_method (bpy.types.Itasc attribute), 431
 rekey() (in module bpy.ops.particle), 85
 rel_max_x (bpy.types.CompositorNodeCrop attribute), 248
 rel_max_y (bpy.types.CompositorNodeCrop attribute), 248
 rel_min_x (bpy.types.CompositorNodeCrop attribute), 248
 rel_min_y (bpy.types.CompositorNodeCrop attribute), 248
 relative (aud.Handle attribute), 1054
 relative (bpy.types.CompositorNodeCrop attribute), 248
 relative_key (bpy.types.ShapeKey attribute), 767
 relative_offset_displace (bpy.types.ArrayModifier attribute), 174
 relax() (in module bpy.ops.pose), 88
 reload() (bpy.types.Image method), 417
 reload() (in module bpy.ops.image), 36
 reload() (in module bpy.ops.script), 96
 reload() (in module bpy.ops.sequencer), 100
 reload() (in module bpy.ops.text), 109
 relpath() (in module bpy.path), 1009
 remove() (bpy.types.ActionFCurves method), 146
 remove() (bpy.types.ActionGroups method), 148
 remove() (bpy.types.ActionPoseMarkers method), 149
 remove() (bpy.types.Addons class method), 153
 remove() (bpy.types.ArmatureEditBones method), 170

- remove() (bpy.types.ChannelDriverVariables method), 214
- remove() (bpy.types.ColorRampElements method), 232
- remove() (bpy.types.CompositorNodes method), 291
- remove() (bpy.types.CurveSplines method), 315
- remove() (bpy.types.FCurveKeyframePoints method), 355
- remove() (bpy.types.FCurveModifiers method), 357
- remove() (bpy.types.Header class method), 405
- remove() (bpy.types.InputKeyMapPanel class method), 428
- remove() (bpy.types.KeyConfigurations method), 437
- remove() (bpy.types.KeyingSetPaths method), 455
- remove() (bpy.types.KeyMapItems method), 444
- remove() (bpy.types.MainActions method), 481
- remove() (bpy.types.MainArmatures method), 482
- remove() (bpy.types.MainBrushes method), 483
- remove() (bpy.types.MainCameras method), 484
- remove() (bpy.types.MainCurves method), 485
- remove() (bpy.types.MainFonts method), 486
- remove() (bpy.types.MainGroups method), 487
- remove() (bpy.types.MainImages method), 488
- remove() (bpy.types.MainLamps method), 489
- remove() (bpy.types.MainLattices method), 490
- remove() (bpy.types.MainMaterials method), 491
- remove() (bpy.types.MainMeshes method), 492
- remove() (bpy.types.MainMetaBalls method), 493
- remove() (bpy.types.MainNodeTrees method), 494
- remove() (bpy.types.MainObjects method), 495
- remove() (bpy.types.MainParticles method), 496
- remove() (bpy.types.MainScenes method), 497
- remove() (bpy.types.MainTexts method), 498
- remove() (bpy.types.MainTextures method), 499
- remove() (bpy.types.MainWorlds method), 500
- remove() (bpy.types.Menu class method), 531
- remove() (bpy.types.MetaBallElements method), 558
- remove() (bpy.types.NodeLinks method), 592
- remove() (bpy.types.ObjectConstraints method), 612
- remove() (bpy.types.ObjectModifiers method), 613
- remove() (bpy.types.Panel class method), 625
- remove() (bpy.types.PoseBoneConstraints method), 675
- remove() (bpy.types.ShaderNodes method), 764
- remove() (bpy.types.TextureNodes method), 870
- remove() (bpy.types.TimelineMarkers method), 915
- remove() (in module bpy.ops.ptcache), 90
- remove_doubles() (in module bpy.ops.mesh), 54
- remove_doubles() (in module bpy.ops.particle), 85
- removeParent() (bge.types.KX_GameObject method), 1073
- RemoveProperty() (in module bpy.props), 1012
- rename() (in module bpy.ops.file), 26
- render() (bpy.types.NET_RENDER method), 578
- render() (bpy.types.RenderEngine method), 691
- render() (in module bpy.ops.render), 92
- render_border() (in module bpy.ops.view3d), 129
- render_client() (bpy.types.NET_RENDER method), 578
- render_display_mode (bpy.types.DomainFluidSettings attribute), 323
- render_layer_add() (in module bpy.ops.scene), 93
- render_layer_remove() (in module bpy.ops.scene), 93
- render_levels (bpy.types.MultiresModifier attribute), 575
- render_levels (bpy.types.SubsurfModifier attribute), 835
- render_master() (bpy.types.NET_RENDER method), 578
- render_output_directory (bpy.types.UserPreferencesFilePaths attribute), 959
- render_resolution (bpy.types.MetaBall attribute), 557
- render_resolution_u (bpy.types.Curve attribute), 308
- render_resolution_v (bpy.types.Curve attribute), 308
- render_slave() (bpy.types.NET_RENDER method), 578
- render_step (bpy.types.ParticleSettings attribute), 643
- render_steps (bpy.types.ScrewModifier attribute), 732
- render_type (bpy.types.ParticleSettings attribute), 643
- renderability_toggle() (in module bpy.ops.outliner), 80
- rendered_child_count (bpy.types.ParticleSettings attribute), 643
- RenderEngine (class in bpy.types), 691
- RenderLayer (class in bpy.types), 692
- RenderLayer.exclude_ambient_occlusion (in module bpy.types), 692
- RenderLayer.exclude_emit (in module bpy.types), 692
- RenderLayer.exclude_environment (in module bpy.types), 692
- RenderLayer.exclude_indirect (in module bpy.types), 693
- RenderLayer.exclude_reflection (in module bpy.types), 693
- RenderLayer.exclude_refraction (in module bpy.types), 693
- RenderLayer.exclude_shadow (in module bpy.types), 693
- RenderLayer.exclude_specular (in module bpy.types), 693
- RenderLayer.invert_zmask (in module bpy.types), 693
- RenderLayer.layers (in module bpy.types), 693
- RenderLayer.layers_zmask (in module bpy.types), 693
- RenderLayer.light_override (in module bpy.types), 693
- RenderLayer.material_override (in module bpy.types), 693
- RenderLayer.name (in module bpy.types), 693
- RenderLayer.passes (in module bpy.types), 693
- RenderLayer.use (in module bpy.types), 694
- RenderLayer.use_all_z (in module bpy.types), 694
- RenderLayer.use_edge_enhance (in module bpy.types), 694
- RenderLayer.use_halo (in module bpy.types), 694
- RenderLayer.use_pass_ambient_occlusion (in module bpy.types), 694
- RenderLayer.use_pass_color (in module bpy.types), 694
- RenderLayer.use_pass_combined (in module bpy.types), 694

- RenderLayer.use_pass_diffuse (in module bpy.types), 694
- RenderLayer.use_pass_emit (in module bpy.types), 694
- RenderLayer.use_pass_environment (in module bpy.types), 694
- RenderLayer.use_pass_indirect (in module bpy.types), 694
- RenderLayer.use_pass_mist (in module bpy.types), 694
- RenderLayer.use_pass_normal (in module bpy.types), 694
- RenderLayer.use_pass_object_index (in module bpy.types), 694
- RenderLayer.use_pass_reflection (in module bpy.types), 695
- RenderLayer.use_pass_refraction (in module bpy.types), 695
- RenderLayer.use_pass_shadow (in module bpy.types), 695
- RenderLayer.use_pass_specular (in module bpy.types), 695
- RenderLayer.use_pass_uv (in module bpy.types), 695
- RenderLayer.use_pass_vector (in module bpy.types), 695
- RenderLayer.use_pass_z (in module bpy.types), 695
- RenderLayer.use_sky (in module bpy.types), 695
- RenderLayer.use_solid (in module bpy.types), 695
- RenderLayer.use_strand (in module bpy.types), 695
- RenderLayer.use_zmask (in module bpy.types), 695
- RenderLayer.use_ztransp (in module bpy.types), 695
- RenderLayers (class in bpy.types), 696
- RenderPass (class in bpy.types), 697
- RenderPass.channel_id (in module bpy.types), 697
- RenderPass.channels (in module bpy.types), 697
- RenderPass.name (in module bpy.types), 697
- RenderPass.type (in module bpy.types), 697
- RenderResult (class in bpy.types), 698
- RenderResult.layers (in module bpy.types), 698
- RenderResult.resolution_x (in module bpy.types), 698
- RenderResult.resolution_y (in module bpy.types), 698
- RenderSettings (class in bpy.types), 699
- RenderSettings.file_extension (in module bpy.types), 701
- RenderSettings.has_multiple_engines (in module bpy.types), 701
- RenderSettings.is_movie_format (in module bpy.types), 702
- RenderSettings.layers (in module bpy.types), 702
- RenderSettings.use_game_engine (in module bpy.types), 705
- rendersize() (in module bpy.ops.sequencer), 100
- repeat (bge.types.SCA_DelaySensor attribute), 1106
- repeat (bpy.types.NlaStrip attribute), 586
- repeat_history() (in module bpy.ops.screen), 94
- repeat_last() (in module bpy.ops.screen), 95
- repeat_x (bpy.types.ImageTexture attribute), 423
- repeat_y (bpy.types.ImageTexture attribute), 423
- replace() (bge.types.KX_Scene method), 1097
- replace() (in module bpy.ops.image), 36
- replace() (in module bpy.ops.text), 109
- replace_set_selected() (in module bpy.ops.text), 109
- replace_text (bpy.types.SpaceTextEditor attribute), 807
- replaceMesh() (bge.types.KX_GameObject method), 1069
- report() (bpy.types.Macro method), 479
- report() (bpy.types.Operator method), 615
- report_copy() (in module bpy.ops.info), 40
- report_delete() (in module bpy.ops.info), 40
- report_missing_files() (in module bpy.ops.file), 26
- report_replay() (in module bpy.ops.info), 40
- reports_display_update() (in module bpy.ops.info), 41
- reports_to_textblock() (in module bpy.ops.ui), 121
- reset() (bge.types.SCA_ISensor method), 1057
- reset() (in module bpy.ops.brush), 13
- reset() (in module bpy.ops.uv), 123
- reset() (in module bpy.ops.view2d), 126
- reset_default_button() (in module bpy.ops.ui), 121
- reset_default_theme() (in module bpy.ops.ui), 121
- reset_distance (bpy.types.NearSensor attribute), 580
- resetDistance (bge.types.KX_NearSensor attribute), 1081
- resize() (in module bpy.ops.node), 62
- resize() (in module bpy.ops.transform), 114
- resize2D() (mathutils.Vector method), 1024
- resize3D() (mathutils.Vector method), 1024
- resize4D() (mathutils.Vector method), 1025
- resize4x4() (mathutils.Matrix method), 1018
- resolution (bpy.types.DomainFluidSettings attribute), 323
- resolution (bpy.types.EnvironmentMap attribute), 345
- resolution (bpy.types.MetaBall attribute), 557
- resolution (bpy.types.VoxelData attribute), 981
- resolution_max (bpy.types.SmokeDomainSettings attribute), 776
- resolution_percentage (bpy.types.RenderSettings attribute), 702
- resolution_u (bpy.types.Curve attribute), 308
- resolution_u (bpy.types.Spline attribute), 819
- resolution_v (bpy.types.Curve attribute), 308
- resolution_v (bpy.types.Spline attribute), 819
- resolution_x (bpy.types.RenderSettings attribute), 702
- resolution_x (bpy.types.SceneGameData attribute), 719
- resolution_y (bpy.types.RenderSettings attribute), 703
- resolution_y (bpy.types.SceneGameData attribute), 719
- resolve_conflict() (in module bpy.ops.text), 109
- resolve_ncase() (in module bpy.path), 1009
- rest_density (bpy.types.SPHFluidSettings attribute), 711
- rest_length (bpy.types.FieldSettings attribute), 371
- rest_length (bpy.types.SPHFluidSettings attribute), 711
- rest_length (bpy.types.StretchToConstraint attribute), 829
- rest_shape_key (bpy.types.ClothSettings attribute), 222
- restart() (bge.types.KX_Scene method), 1097
- restartGame() (in module bge.logic), 1128

- restore_item_to_default() (bpy.types.KeyMap method), 438
 restore_to_default() (bpy.types.KeyMap method), 438
 restoreDynamics() (bge.types.KX_GameObject method), 1072
 resume() (bge.types.KX_Scene method), 1097
 RETKEY (in module bge.events), 1148
 reveal() (in module bpy.ops.armature), 12
 reveal() (in module bpy.ops.curve), 19
 reveal() (in module bpy.ops.mesh), 54
 reveal() (in module bpy.ops.particle), 85
 reveal() (in module bpy.ops.pose), 89
 reveal() (in module bpy.ops.uv), 123
 reveal_metaelems() (in module bpy.ops.mball), 45
 reverse() (bge.types.CListValue method), 1063
 RGBANodeSocket (class in bpy.types), 682
 RIGHTALTKEY (in module bge.events), 1146
 RIGHTARROWKEY (in module bge.events), 1146
 RIGHTBRACKETKEY (in module bge.events), 1148
 RIGHTCTRLKEY (in module bge.events), 1146
 RIGHTMOUSE (in module bge.events), 1144
 RIGHTSHIFTKEY (in module bge.events), 1146
 RigidBodyJointConstraint (class in bpy.types), 708
 ring_count (bpy.types.MaterialHalo attribute), 512
 rip() (in module bpy.ops.mesh), 54
 rip_move() (in module bpy.ops.mesh), 54
 RKEY (in module bge.events), 1145
 roll (bge.types.BL_ArmatureBone attribute), 1125
 roll (bpy.types.EditBone attribute), 333
 rolloff_factor_3d (bpy.types.SoundActuator attribute), 788
 rollOffFactor (bge.types.KX_SoundActuator attribute), 1098
 root_size (bpy.types.MaterialStrand attribute), 519
 rot_clear() (in module bpy.ops.pose), 89
 rot_error (bge.types.BL_ArmatureConstraint attribute), 1120
 rotate() (in module bpy.ops.transform), 114
 rotate() (in module bpy.ops.view3d), 129
 rotate_axis() (mathutils.Euler method), 1014
 rotation (bpy.types.MetaElement attribute), 559
 rotation (bpy.types.Particle attribute), 627
 rotation (bpy.types.ParticleKey attribute), 636
 rotation (bpy.types.ShaderNodeMapping attribute), 751
 rotation (bpy.types.TexMapping attribute), 840
 ROTATION (in module blf), 1044
 rotation() (in module blf), 1046
 Rotation() (mathutils.Matrix class method), 1016
 rotation_angle (bpy.types.UserPreferencesView attribute), 967
 rotation_apply() (in module bpy.ops.object), 74
 rotation_axis_angle (bpy.types.Object attribute), 601
 rotation_axis_angle (bpy.types.PoseBone attribute), 672
 rotation_clear() (in module bpy.ops.object), 74
 rotation_damping (bpy.types.GameObjectSettings attribute), 393
 rotation_estimate (bpy.types.SoftBodySettings attribute), 783
 rotation_euler (bge.types.BL_ArmatureChannel attribute), 1122
 rotation_euler (bpy.types.Object attribute), 601
 rotation_euler (bpy.types.PoseBone attribute), 672
 rotation_factor_random (bpy.types.ParticleSettings attribute), 643
 rotation_max (bpy.types.ConstraintActuator attribute), 295
 rotation_mode (bge.types.BL_ArmatureChannel attribute), 1123
 rotation_mode (bpy.types.Object attribute), 601
 rotation_mode (bpy.types.ParticleSettings attribute), 644
 rotation_mode (bpy.types.PoseBone attribute), 672
 rotation_part() (mathutils.Matrix method), 1018
 rotation_quaternion (bge.types.BL_ArmatureChannel attribute), 1122
 rotation_quaternion (bpy.types.Object attribute), 601
 rotation_quaternion (bpy.types.PoseBone attribute), 672
 rotation_range (bpy.types.PivotConstraint attribute), 656
 rotation_start (bpy.types.TransformSequence attribute), 924
 rotDamp (bge.types.KX_ConstraintActuator attribute), 1065
 roughness (bpy.types.Material attribute), 507
 roughness_1 (bpy.types.ParticleSettings attribute), 644
 roughness_1_size (bpy.types.ParticleSettings attribute), 644
 roughness_2 (bpy.types.ParticleSettings attribute), 644
 roughness_2_size (bpy.types.ParticleSettings attribute), 644
 roughness_2_threshold (bpy.types.ParticleSettings attribute), 644
 roughness_end_shape (bpy.types.ParticleSettings attribute), 644
 roughness_endpoint (bpy.types.ParticleSettings attribute), 644
 row() (bpy.types.UILayout method), 927
 row_size (mathutils.Matrix attribute), 1019
 rule_add() (in module bpy.ops.oid), 12
 rule_del() (in module bpy.ops.oid), 12
 rule_fuzzy (bpy.types.BoidState attribute), 193
 rule_move_down() (in module bpy.ops.oid), 13
 rule_move_up() (in module bpy.ops.oid), 13
 ruleset_type (bpy.types.BoidState attribute), 193
 run_script() (in module bpy.ops.text), 110
- ## S
- s (mathutils.Color attribute), 1014
 sample() (in module bpy.ops.action), 5
 sample() (in module bpy.ops.graph), 33

- sample() (in module bpy.ops.image), 37
- sample_color() (in module bpy.ops.paint), 82
- sample_line() (in module bpy.ops.image), 37
- sample_method (bpy.types.WorldLighting attribute), 996
- samples (bpy.types.CompositorNodeDefocus attribute), 252
- samples (bpy.types.CompositorNodeVecBlur attribute), 288
- samples (bpy.types.WorldLighting attribute), 996
- saturation (bpy.types.Texture attribute), 850
- save() (bpy.types.Image method), 416
- save() (in module bpy.ops.image), 37
- save() (in module bpy.ops.text), 110
- save_as() (in module bpy.ops.image), 37
- save_as() (in module bpy.ops.text), 110
- save_as_mainfile() (in module bpy.ops.wm), 139
- save_dirty() (in module bpy.ops.image), 38
- save_homefile() (in module bpy.ops.wm), 140
- save_mainfile() (in module bpy.ops.wm), 140
- save_render() (bpy.types.Image method), 416
- save_sequence() (in module bpy.ops.image), 38
- save_version (bpy.types.UserPreferencesFilePaths attribute), 959
- saveGlobalDict() (in module bge.logic), 1128
- SCA_2DFilterActuator (class in bge.types), 1104
- SCA_ActuatorSensor (class in bge.types), 1105
- SCA_AlwaysSensor (class in bge.types), 1105
- SCA_ANDController (class in bge.types), 1105
- SCA_DelaySensor (class in bge.types), 1105
- SCA_IActuator (class in bge.types), 1057
- SCA_IController (class in bge.types), 1057
- SCA_ILogicBrick (class in bge.types), 1055
- SCA_IObject (class in bge.types), 1056
- SCA_ISensor (class in bge.types), 1056
- SCA_JoystickSensor (class in bge.types), 1106
- SCA_KeyboardSensor (class in bge.types), 1108
- SCA_MouseSensor (class in bge.types), 1080
- SCA_NANDController (class in bge.types), 1108
- SCA_NORController (class in bge.types), 1109
- SCA_ORController (class in bge.types), 1109
- SCA_PropertyActuator (class in bge.types), 1109
- SCA_PropertySensor (class in bge.types), 1109
- SCA_PythonController (class in bge.types), 1109
- SCA_PythonKeyboard (class in bge.types), 1056
- SCA_PythonMouse (class in bge.types), 1056
- SCA_RandomActuator (class in bge.types), 1110
- SCA_RandomSensor (class in bge.types), 1112
- SCA_XNORController (class in bge.types), 1112
- SCA_XORController (class in bge.types), 1112
- scale (bge.types.BL_ArmatureChannel attribute), 1122
- scale (bpy.types.FModifierNoise attribute), 366
- scale (bpy.types.MaterialSubsurfaceScattering attribute), 521
- scale (bpy.types.NlaStrip attribute), 586
- scale (bpy.types.Object attribute), 601
- scale (bpy.types.PoseBone attribute), 672
- scale (bpy.types.ShaderNodeMapping attribute), 751
- scale (bpy.types.TexMapping attribute), 840
- scale (bpy.types.TextureSlot attribute), 871
- Scale() (mathutils.Matrix class method), 1016
- scale_apply() (in module bpy.ops.object), 74
- scale_clear() (in module bpy.ops.object), 74
- scale_clear() (in module bpy.ops.pose), 89
- scale_estimate (bpy.types.SoftBodySettings attribute), 783
- scale_length (bpy.types.UnitSettings attribute), 952
- scale_part() (mathutils.Matrix method), 1018
- scale_size() (in module bpy.ops.brush), 13
- scale_start_x (bpy.types.TransformSequence attribute), 924
- scale_start_y (bpy.types.TransformSequence attribute), 924
- scale_to_length (bpy.types.SpeedControlSequence attribute), 817
- scale_x (bpy.types.UILayout attribute), 927
- scale_x (bpy.types.UVProjectModifier attribute), 950
- scale_y (bpy.types.UILayout attribute), 927
- scale_y (bpy.types.UVProjectModifier attribute), 950
- scaling (bge.types.KX_GameObject attribute), 1067
- scattering (bpy.types.MaterialVolume attribute), 529
- scattering_factor (bpy.types.MaterialTextureSlot attribute), 524
- scene (bge.types.KX_SceneActuator attribute), 1097
- scene (bpy.types.CompositorNodeRLayers attribute), 275
- scene (bpy.types.SceneActuator attribute), 716
- scene (bpy.types.SceneSequence attribute), 727
- scene (bpy.types.Screen attribute), 730
- Scene (class in bpy.types), 712
- Scene.animation_data (in module bpy.types), 712
- Scene.game_settings (in module bpy.types), 713
- Scene.is_nla_tweakmode (in module bpy.types), 713
- Scene.keying_sets (in module bpy.types), 713
- Scene.keying_sets_all (in module bpy.types), 713
- Scene.network_render (in module bpy.types), 713
- Scene.node_tree (in module bpy.types), 713
- Scene.object_bases (in module bpy.types), 713
- Scene.objects (in module bpy.types), 714
- Scene.orientations (in module bpy.types), 714
- Scene.render (in module bpy.types), 714
- Scene.sequence_editor (in module bpy.types), 714
- Scene.timeline_markers (in module bpy.types), 714
- Scene.tool_settings (in module bpy.types), 714
- Scene.unit_settings (in module bpy.types), 714
- scene_camera (bpy.types.SceneSequence attribute), 727
- scene_strip (bpy.types.ThemeSequenceEditor attribute), 899
- scene_strip_add() (in module bpy.ops.sequencer), 100
- SceneActuator (class in bpy.types), 716

- SceneBases (class in bpy.types), 717
- SceneGameData (class in bpy.types), 718
- SceneObjects (class in bpy.types), 722
- SceneRenderLayer (class in bpy.types), 723
- SceneSequence (class in bpy.types), 726
- SceneSequence.color_balance (in module bpy.types), 727
- SceneSequence.crop (in module bpy.types), 727
- SceneSequence.proxy (in module bpy.types), 727
- SceneSequence.transform (in module bpy.types), 727
- scope_back (bpy.types.ThemeImageEditor attribute), 887
- Scopes (class in bpy.types), 729
- scopes() (in module bpy.ops.image), 38
- Scopes.histogram (in module bpy.types), 729
- screen (bpy.types.Window attribute), 986
- Screen (class in bpy.types), 730
- Screen.areas (in module bpy.types), 730
- Screen.is_animation_playing (in module bpy.types), 730
- Screen.show_fullscreen (in module bpy.types), 730
- screen_full_area() (in module bpy.ops.screen), 95
- screen_grab_size (bpy.types.ImagePaint attribute), 418
- screen_set() (in module bpy.ops.screen), 95
- screencast() (in module bpy.ops.screen), 95
- screencast_fps (bpy.types.UserPreferencesSystem attribute), 964
- screencast_wait_time (bpy.types.UserPreferencesSystem attribute), 964
- screenshot() (in module bpy.ops.screen), 95
- screw() (in module bpy.ops.mesh), 54
- screw_offset (bpy.types.ScrewModifier attribute), 732
- ScrewModifier (class in bpy.types), 731
- script (bge.types.SCA_PythonController attribute), 1109
- script_directory (bpy.types.UserPreferencesFilePaths attribute), 959
- script_paths() (in module bpy.utils), 1008
- scroll() (in module bpy.ops.text), 110
- scroll_bar (bpy.types.ThemeTextEditor attribute), 901
- scroll_bar() (in module bpy.ops.text), 110
- scroll_down() (in module bpy.ops.view2d), 126
- scroll_handle (bpy.types.ThemeFileBrowser attribute), 881
- scroll_left() (in module bpy.ops.view2d), 126
- scroll_right() (in module bpy.ops.view2d), 126
- scroll_up() (in module bpy.ops.view2d), 126
- scrollback (bpy.types.UserPreferencesSystem attribute), 964
- scrollback_append() (in module bpy.ops.console), 16
- scrollbar (bpy.types.ThemeFileBrowser attribute), 881
- scroller_activate() (in module bpy.ops.view2d), 126
- Sculpt (class in bpy.types), 733
- sculpt_levels (bpy.types.MultiresModifier attribute), 575
- sculpt_paint_overlay_color (bpy.types.UserPreferencesEdit attribute), 956
- sculpt_paint_use_unified_size (bpy.types.ToolSettings attribute), 917
- sculpt_paint_use_unified_strength (bpy.types.ToolSettings attribute), 917
- sculpt_plane (bpy.types.Brush attribute), 203
- sculpt_tool (bpy.types.Brush attribute), 203
- sculptmode_toggle() (in module bpy.ops.sculpt), 96
- seam_bleed (bpy.types.ImagePaint attribute), 418
- search_menu() (in module bpy.ops.wm), 141
- secondary_target (bpy.types.ArmatureActuator attribute), 168
- seed (bge.types.SCA_RandomActuator attribute), 1110
- seed (bge.types.SCA_RandomSensor attribute), 1112
- seed (bpy.types.BuildModifier attribute), 208
- seed (bpy.types.FieldSettings attribute), 371
- seed (bpy.types.MaterialHalo attribute), 513
- seed (bpy.types.ParticleSystem attribute), 651
- seed (bpy.types.RandomActuator attribute), 685
- seed (bpy.types.RandomSensor attribute), 686
- select (bpy.types.ActionGroup attribute), 147
- select (bpy.types.Bone attribute), 195
- select (bpy.types.CurveMapPoint attribute), 312
- select (bpy.types.EditBone attribute), 333
- select (bpy.types.FCurve attribute), 353
- select (bpy.types.FCurveSample attribute), 357
- select (bpy.types.GPencilFrame attribute), 384
- select (bpy.types.GPencilLayer attribute), 386
- select (bpy.types.MeshEdge attribute), 540
- select (bpy.types.MeshFace attribute), 542
- select (bpy.types.MeshVertex attribute), 553
- select (bpy.types.MotionPathVert attribute), 568
- select (bpy.types.NlaStrip attribute), 586
- select (bpy.types.NlaTrack attribute), 588
- select (bpy.types.Object attribute), 602
- select (bpy.types.ObjectBase attribute), 610
- select (bpy.types.Sequence attribute), 737
- select (bpy.types.SplinePoint attribute), 823
- select (bpy.types.ThemeBoneColorSet attribute), 876
- select (bpy.types.TimelineMarker attribute), 913
- select() (in module bpy.ops.file), 26
- select() (in module bpy.ops.marker), 43
- select() (in module bpy.ops.node), 62
- select() (in module bpy.ops.sequencer), 100
- select() (in module bpy.ops.sketch), 104
- select() (in module bpy.ops.uv), 123
- select() (in module bpy.ops.view3d), 129
- select_active_side() (in module bpy.ops.sequencer), 101
- select_all() (in module bpy.ops.armature), 12
- select_all() (in module bpy.ops.curve), 19
- select_all() (in module bpy.ops.lattice), 41
- select_all() (in module bpy.ops.marker), 44
- select_all() (in module bpy.ops.mball), 45
- select_all() (in module bpy.ops.mesh), 54
- select_all() (in module bpy.ops.node), 62

- select_all() (in module bpy.ops.object), 74
- select_all() (in module bpy.ops.particle), 85
- select_all() (in module bpy.ops.pose), 89
- select_all() (in module bpy.ops.text), 110
- select_all() (in module bpy.ops.uv), 123
- select_all_toggle() (in module bpy.ops.action), 5
- select_all_toggle() (in module bpy.ops.file), 26
- select_all_toggle() (in module bpy.ops.graph), 33
- select_all_toggle() (in module bpy.ops.info), 41
- select_all_toggle() (in module bpy.ops.nla), 59
- select_all_toggle() (in module bpy.ops.sequencer), 101
- select_axis() (in module bpy.ops.mesh), 54
- select_bookmark() (in module bpy.ops.file), 26
- select_border() (in module bpy.ops.action), 5
- select_border() (in module bpy.ops.file), 27
- select_border() (in module bpy.ops.graph), 33
- select_border() (in module bpy.ops.info), 41
- select_border() (in module bpy.ops.marker), 44
- select_border() (in module bpy.ops.nla), 59
- select_border() (in module bpy.ops.node), 62
- select_border() (in module bpy.ops.sequencer), 101
- select_border() (in module bpy.ops.uv), 124
- select_border() (in module bpy.ops.view3d), 129
- select_by_layer() (in module bpy.ops.object), 74
- select_by_number_vertices() (in module bpy.ops.mesh), 55
- select_by_type() (in module bpy.ops.object), 74
- select_camera() (in module bpy.ops.object), 74
- select_circle() (in module bpy.ops.view3d), 129
- select_column() (in module bpy.ops.action), 5
- select_column() (in module bpy.ops.graph), 33
- select_constraint_target() (in module bpy.ops.pose), 89
- select_control_point (bpy.types.BezierSplinePoint attribute), 178
- select_control_point (bpy.types.Keyframe attribute), 450
- select_end (bpy.types.SpaceConsole attribute), 792
- select_execute() (in module bpy.ops.file), 27
- select_grouped() (in module bpy.ops.object), 74
- select_grouped() (in module bpy.ops.pose), 89
- select_handles() (in module bpy.ops.sequencer), 101
- select_head (bpy.types.Bone attribute), 195
- select_head (bpy.types.EditBone attribute), 333
- select_hierarchy() (in module bpy.ops.armature), 12
- select_hierarchy() (in module bpy.ops.object), 75
- select_hierarchy() (in module bpy.ops.pose), 89
- select_inverse() (in module bpy.ops.armature), 12
- select_inverse() (in module bpy.ops.curve), 20
- select_inverse() (in module bpy.ops.mesh), 55
- select_inverse() (in module bpy.ops.object), 75
- select_inverse() (in module bpy.ops.particle), 85
- select_inverse() (in module bpy.ops.pose), 89
- select_inverse() (in module bpy.ops.sequencer), 101
- select_inverse() (in module bpy.ops.uv), 124
- select_inverse_metaelems() (in module bpy.ops.mball), 45
- select_lasso() (in module bpy.ops.view3d), 130
- select_left_handle (bpy.types.BezierSplinePoint attribute), 178
- select_left_handle (bpy.types.Keyframe attribute), 450
- select_left_handle (bpy.types.Sequence attribute), 738
- select_less() (in module bpy.ops.action), 5
- select_less() (in module bpy.ops.curve), 20
- select_less() (in module bpy.ops.graph), 33
- select_less() (in module bpy.ops.mesh), 55
- select_less() (in module bpy.ops.particle), 85
- select_less() (in module bpy.ops.sequencer), 101
- select_line() (in module bpy.ops.text), 110
- select_link_viewer() (in module bpy.ops.node), 62
- select_linked() (in module bpy.ops.action), 5
- select_linked() (in module bpy.ops.armature), 12
- select_linked() (in module bpy.ops.curve), 20
- select_linked() (in module bpy.ops.graph), 33
- select_linked() (in module bpy.ops.mesh), 55
- select_linked() (in module bpy.ops.object), 75
- select_linked() (in module bpy.ops.particle), 85
- select_linked() (in module bpy.ops.pose), 89
- select_linked() (in module bpy.ops.sequencer), 101
- select_linked() (in module bpy.ops.uv), 124
- select_linked_from() (in module bpy.ops.node), 62
- select_linked_pick() (in module bpy.ops.curve), 20
- select_linked_pick() (in module bpy.ops.mesh), 55
- select_linked_pick() (in module bpy.ops.sequencer), 101
- select_linked_pick() (in module bpy.ops.uv), 124
- select_linked_to() (in module bpy.ops.node), 62
- select_loop() (in module bpy.ops.uv), 124
- select_mirror() (in module bpy.ops.mesh), 55
- select_mirror() (in module bpy.ops.object), 75
- select_mode (bpy.types.ParticleEdit attribute), 631
- select_more() (in module bpy.ops.action), 5
- select_more() (in module bpy.ops.curve), 20
- select_more() (in module bpy.ops.graph), 33
- select_more() (in module bpy.ops.mesh), 55
- select_more() (in module bpy.ops.particle), 85
- select_more() (in module bpy.ops.sequencer), 101
- select_mouse (bpy.types.UserPreferencesInput attribute), 962
- select_name() (in module bpy.ops.object), 75
- select_next() (in module bpy.ops.curve), 20
- select_non_manifold() (in module bpy.ops.mesh), 55
- select_nth() (in module bpy.ops.curve), 20
- select_nth() (in module bpy.ops.mesh), 55
- select_orientation() (in module bpy.ops.transform), 115
- select_parent() (in module bpy.ops.pose), 89
- select_pattern() (in module bpy.ops.object), 75
- select_pick() (in module bpy.ops.info), 41
- select_pinned() (in module bpy.ops.uv), 124
- select_previous() (in module bpy.ops.curve), 20

- select_random() (in module bpy.ops.curve), 20
- select_random() (in module bpy.ops.mesh), 55
- select_random() (in module bpy.ops.object), 76
- select_random_metaelems() (in module bpy.ops.mball), 45
- select_right_handle (bpy.types.BezierSplinePoint attribute), 178
- select_right_handle (bpy.types.Keyframe attribute), 450
- select_right_handle (bpy.types.Sequence attribute), 738
- select_roots() (in module bpy.ops.particle), 85
- select_row() (in module bpy.ops.curve), 20
- select_same_group() (in module bpy.ops.object), 76
- select_same_type() (in module bpy.ops.node), 62
- select_same_type_next() (in module bpy.ops.node), 62
- select_same_type_prev() (in module bpy.ops.node), 62
- select_set() (in module bpy.ops.console), 16
- select_shortest_path() (in module bpy.ops.mesh), 56
- select_similar() (in module bpy.ops.mesh), 56
- select_start (bpy.types.SpaceConsole attribute), 792
- select_tail (bpy.types.Bone attribute), 195
- select_tail (bpy.types.EditBone attribute), 333
- select_tips() (in module bpy.ops.particle), 86
- select_uv (bpy.types.MeshTextureFace attribute), 550
- select_vertex_path() (in module bpy.ops.mesh), 56
- selectability_toggle() (in module bpy.ops.outliner), 80
- selected_file (bpy.types.ThemeFileBrowser attribute), 881
- selected_text (bpy.types.ThemeNodeEditor attribute), 894
- selected_text (bpy.types.ThemeTextEditor attribute), 901
- selected_toggle() (in module bpy.ops.outliner), 80
- self_collision_quality (bpy.types.ClothCollisionSettings attribute), 219
- self_distance_min (bpy.types.ClothCollisionSettings attribute), 219
- self_friction (bpy.types.ClothCollisionSettings attribute), 219
- SEMICOLONKEY (in module bge.events), 1148
- sendMessage() (bge.types.KX_GameObject method), 1075
- sendMessage() (in module bge.logic), 1129
- Sensor (class in bpy.types), 734
- sensor_add() (in module bpy.ops.logic), 43
- sensor_move() (in module bpy.ops.logic), 43
- sensor_remove() (in module bpy.ops.logic), 43
- sensors (bge.types.KX_GameObject attribute), 1068
- sensors (bge.types.SCA_IController attribute), 1057
- separate() (in module bpy.ops.armature), 12
- separate() (in module bpy.ops.curve), 20
- separate() (in module bpy.ops.mesh), 56
- separator() (bpy.types.UILayout method), 945
- seq_slide() (in module bpy.ops.transform), 115
- Sequence (class in bpy.types), 736
- Sequence.frame_duration (in module bpy.types), 736
- Sequence.frame_offset_end (in module bpy.types), 737
- Sequence.frame_offset_start (in module bpy.types), 737
- Sequence.frame_still_end (in module bpy.types), 737
- Sequence.frame_still_start (in module bpy.types), 737
- Sequence.input_1 (in module bpy.types), 737
- Sequence.input_2 (in module bpy.types), 737
- Sequence.input_3 (in module bpy.types), 737
- Sequence.input_count (in module bpy.types), 737
- Sequence.type (in module bpy.types), 738
- sequence_plugin_directory (bpy.types.UserPreferencesFilePaths attribute), 959
- SequenceColorBalance (class in bpy.types), 739
- SequenceCrop (class in bpy.types), 740
- SequenceEditor (class in bpy.types), 741
- SequenceEditor.meta_stack (in module bpy.types), 741
- SequenceEditor.sequences (in module bpy.types), 741
- SequenceEditor.sequences_all (in module bpy.types), 741
- SequenceElement (class in bpy.types), 742
- SequenceElement.orig_height (in module bpy.types), 742
- SequenceElement.orig_width (in module bpy.types), 742
- SequenceProxy (class in bpy.types), 743
- sequencer_gl_preview (bpy.types.RenderSettings attribute), 703
- sequencer_gl_render (bpy.types.RenderSettings attribute), 703
- SequenceTransform (class in bpy.types), 744
- server_address (bpy.types.NetRenderSettings attribute), 582
- server_port (bpy.types.NetRenderSettings attribute), 582
- set_active_number() (in module bpy.ops.brush), 13
- set_persistent_base() (in module bpy.ops.sculpt), 97
- setActive() (bge.types.KX_PhysicsObjectWrapper method), 1084
- setAmbientColor() (in module bge.render), 1142
- setAngularVelocity() (bge.types.KX_GameObject method), 1071
- setAngularVelocity() (bge.types.KX_PhysicsObjectWrapper method), 1084
- setAttrib() (bge.types.BL_Shader method), 1059
- setBackgroundColor() (in module bge.render), 1142
- setBlending() (bge.types.KX_BlenderMaterial method), 1064
- setBoolBernouilli() (bge.types.SCA_RandomActuator method), 1111
- setBoolConst() (bge.types.SCA_RandomActuator method), 1111
- setBoolUniform() (bge.types.SCA_RandomActuator method), 1111
- setChannel() (bge.types.BL_ActionActuator method), 1059
- setCollisionMargin() (bge.types.KX_GameObject method), 1075

- setCustomMaterial() (bge.types.KX_PolygonMaterial method), 1091
 setEyeSeparation() (in module bge.render), 1142
 setFloatConst() (bge.types.SCA_RandomActuator method), 1111
 setFloatNegativeExponential() (bge.types.SCA_RandomActuator method), 1111
 setFloatNormal() (bge.types.SCA_RandomActuator method), 1111
 setFloatUniform() (bge.types.SCA_RandomActuator method), 1111
 setFocalLength() (in module bge.render), 1142
 setGLSLMaterialSetting() (in module bge.render), 1143
 setGravity() (in module bge.logic), 1129
 setIntConst() (bge.types.SCA_RandomActuator method), 1111
 setIntPoisson() (bge.types.SCA_RandomActuator method), 1111
 setIntUniform() (bge.types.SCA_RandomActuator method), 1111
 setLinearVelocity() (bge.types.KX_GameObject method), 1071
 setLinearVelocity() (bge.types.KX_PhysicsObjectWrapper method), 1084
 setLogicTicRate() (in module bge.logic), 1130
 setMaterialMode() (in module bge.render), 1142
 setMaxLogicFrame() (in module bge.logic), 1129
 setMaxPhysicsFrame() (in module bge.logic), 1130
 setMistColor() (in module bge.render), 1142
 setMistEnd() (in module bge.render), 1142
 setMistStart() (in module bge.render), 1142
 setMousePosition() (in module bge.render), 1141
 setNormal() (bge.types.KX_VertexProxy method), 1104
 setNumberOfPasses() (bge.types.BL_Shader method), 1060
 setOcclusion() (bge.types.KX_GameObject method), 1069
 setOnTop() (bge.types.KX_Camera method), 1115
 setParent() (bge.types.KX_GameObject method), 1072
 setPhysicsTicRate() (in module bge.logic), 1130
 setRGBA() (bge.types.KX_VertexProxy method), 1104
 setRollInfluence() (bge.types.KX_VehicleWrapper method), 1101
 setSampler() (bge.types.BL_Shader method), 1060
 setSeed() (bge.types.SCA_RandomSensor method), 1112
 setSource() (bge.types.BL_Shader method), 1060
 setSteeringValue() (bge.types.KX_VehicleWrapper method), 1101
 setSuspensionCompression() (bge.types.KX_VehicleWrapper method), 1101
 setSuspensionDamping() (bge.types.KX_VehicleWrapper method), 1101
 setSuspensionStiffness() (bge.types.KX_VehicleWrapper method), 1101
 setTexture() (bge.types.KX_PolygonMaterial method), 1090
 settings (bpy.types.ParticleSystem attribute), 651
 setTyreFriction() (bge.types.KX_VehicleWrapper method), 1101
 setUniform1f() (bge.types.BL_Shader method), 1060
 setUniform1i() (bge.types.BL_Shader method), 1060
 setUniform2f() (bge.types.BL_Shader method), 1060
 setUniform2i() (bge.types.BL_Shader method), 1060
 setUniform3f() (bge.types.BL_Shader method), 1061
 setUniform3i() (bge.types.BL_Shader method), 1061
 setUniform4f() (bge.types.BL_Shader method), 1061
 setUniform4i() (bge.types.BL_Shader method), 1061
 setUniformDef() (bge.types.BL_Shader method), 1061
 setUniformfv() (bge.types.BL_Shader method), 1059
 setUniformiv() (bge.types.BL_Shader method), 1062
 setUniformMatrix3() (bge.types.BL_Shader method), 1061
 setUniformMatrix4() (bge.types.BL_Shader method), 1062
 setUV() (bge.types.KX_VertexProxy method), 1103
 setUV2() (bge.types.KX_VertexProxy method), 1103
 setViewport() (bge.types.KX_Camera method), 1115
 setVisible() (bge.types.KX_GameObject method), 1069
 setXYZ() (bge.types.KX_VertexProxy method), 1103
 SEVENKEY (in module bge.events), 1146
 shade_flat() (in module bpy.ops.curve), 20
 shade_flat() (in module bpy.ops.object), 76
 shade_smooth() (in module bpy.ops.curve), 20
 shade_smooth() (in module bpy.ops.object), 76
 shadedown (bpy.types.ThemeWidgetColors attribute), 911
 ShaderNode (class in bpy.types), 745
 ShaderNode.type (in module bpy.types), 745
 ShaderNodeCameraData (class in bpy.types), 746
 ShaderNodeCombineRGB (class in bpy.types), 747
 ShaderNodeExtendedMaterial (class in bpy.types), 747
 ShaderNodeGeometry (class in bpy.types), 748
 ShaderNodeHueSaturation (class in bpy.types), 749
 ShaderNodeInvert (class in bpy.types), 750
 ShaderNodeMapping (class in bpy.types), 750
 ShaderNodeMaterial (class in bpy.types), 752
 ShaderNodeMath (class in bpy.types), 753
 ShaderNodeMixRGB (class in bpy.types), 753
 ShaderNodeNormal (class in bpy.types), 754
 ShaderNodeOutput (class in bpy.types), 755
 ShaderNodeRGB (class in bpy.types), 756
 ShaderNodeRGBCurve (class in bpy.types), 756
 ShaderNodeRGBCurve.mapping (in module bpy.types), 756
 ShaderNodeRGBToBW (class in bpy.types), 757

- ShaderNodes (class in bpy.types), 764
 ShaderNodeSeparateRGB (class in bpy.types), 758
 ShaderNodeSqueeze (class in bpy.types), 758
 ShaderNodeTexture (class in bpy.types), 759
 ShaderNodeTree (class in bpy.types), 760
 ShaderNodeTree.nodes (in module bpy.types), 760
 ShaderNodeValToRGB (class in bpy.types), 761
 ShaderNodeValToRGB.color_ramp (in module bpy.types), 761
 ShaderNodeValue (class in bpy.types), 762
 ShaderNodeVectorCurve (class in bpy.types), 762
 ShaderNodeVectorCurve.mapping (in module bpy.types), 762
 ShaderNodeVectorMath (class in bpy.types), 763
 shaderText (bge.types.SCA_2DFilterActuator attribute), 1105
 shadetop (bpy.types.ThemeWidgetColors attribute), 911
 shadow (bpy.types.ThemeFontStyle attribute), 883
 SHADOW (in module blf), 1044
 shadow() (in module blf), 1046
 shadow_adaptive_threshold (bpy.types.AreaLamp attribute), 163
 shadow_adaptive_threshold (bpy.types.PointLamp attribute), 666
 shadow_adaptive_threshold (bpy.types.SpotLamp attribute), 825
 shadow_adaptive_threshold (bpy.types.SunLamp attribute), 836
 shadow_adjust (bpy.types.CompositorNodeChromaMatte attribute), 240
 shadow_buffer_bias (bpy.types.Material attribute), 507
 shadow_buffer_bias (bpy.types.SpotLamp attribute), 825
 shadow_buffer_clip_end (bpy.types.SpotLamp attribute), 826
 shadow_buffer_clip_start (bpy.types.SpotLamp attribute), 826
 shadow_buffer_samples (bpy.types.SpotLamp attribute), 826
 shadow_buffer_size (bpy.types.SpotLamp attribute), 826
 shadow_buffer_soft (bpy.types.SpotLamp attribute), 826
 shadow_buffer_type (bpy.types.SpotLamp attribute), 826
 shadow_cast_alpha (bpy.types.Material attribute), 507
 shadow_color (bpy.types.AreaLamp attribute), 163
 shadow_color (bpy.types.PointLamp attribute), 666
 shadow_color (bpy.types.SpotLamp attribute), 826
 shadow_color (bpy.types.SunLamp attribute), 836
 shadow_factor (bpy.types.LampTextureSlot attribute), 464
 shadow_filter_type (bpy.types.SpotLamp attribute), 826
 shadow_method (bpy.types.AreaLamp attribute), 163
 shadow_method (bpy.types.PointLamp attribute), 666
 shadow_method (bpy.types.SpotLamp attribute), 826
 shadow_method (bpy.types.SunLamp attribute), 836
 shadow_offset() (in module blf), 1046
 shadow_offset_x (bpy.types.ThemeFontStyle attribute), 883
 shadow_offset_y (bpy.types.ThemeFontStyle attribute), 883
 shadow_ray_bias (bpy.types.Material attribute), 507
 shadow_ray_sample_method (bpy.types.AreaLamp attribute), 163
 shadow_ray_sample_method (bpy.types.PointLamp attribute), 666
 shadow_ray_sample_method (bpy.types.SpotLamp attribute), 826
 shadow_ray_sample_method (bpy.types.SunLamp attribute), 836
 shadow_ray_samples (bpy.types.PointLamp attribute), 666
 shadow_ray_samples (bpy.types.SpotLamp attribute), 826
 shadow_ray_samples (bpy.types.SunLamp attribute), 836
 shadow_ray_samples_x (bpy.types.AreaLamp attribute), 163
 shadow_ray_samples_y (bpy.types.AreaLamp attribute), 163
 shadow_sample_buffers (bpy.types.SpotLamp attribute), 826
 shadow_soft_size (bpy.types.AreaLamp attribute), 163
 shadow_soft_size (bpy.types.PointLamp attribute), 666
 shadow_soft_size (bpy.types.SpotLamp attribute), 826
 shadow_soft_size (bpy.types.SunLamp attribute), 836
 shadowalpha (bpy.types.ThemeFontStyle attribute), 883
 shadowcolor (bpy.types.ThemeFontStyle attribute), 883
 shape (bpy.types.AreaLamp attribute), 163
 shape (bpy.types.FieldSettings attribute), 371
 shape (bpy.types.MaterialStrand attribute), 519
 shape_key_add() (bpy.types.Object method), 604
 shape_key_add() (in module bpy.ops.object), 76
 shape_key_clear() (in module bpy.ops.object), 76
 shape_key_mirror() (in module bpy.ops.object), 76
 shape_key_move() (in module bpy.ops.object), 76
 shape_key_remove() (in module bpy.ops.object), 76
 shape_key_transfer() (in module bpy.ops.object), 76
 shape_propagate_to_all() (in module bpy.ops.mesh), 56
 shape_threshold (bpy.types.GameSoftBodySettings attribute), 397
 ShapeActionActuator (class in bpy.types), 765
 ShapeKey (class in bpy.types), 766
 ShapeKey.data (in module bpy.types), 766
 ShapeKey.frame (in module bpy.types), 766
 ShapeKeyBezierPoint (class in bpy.types), 768
 ShapeKeyCurvePoint (class in bpy.types), 768
 ShapeKeyPoint (class in bpy.types), 769
 SHD_TANGENT (in module bge.logic), 1140
 shear (bpy.types.SoftBodySettings attribute), 783
 shear (bpy.types.TextCurve attribute), 845
 shear() (in module bpy.ops.transform), 115

- Shear() (mathutils.Matrix class method), 1016
 shift (bpy.types.KeyMapItem attribute), 441
 shift_x (bpy.types.Camera attribute), 210
 shift_y (bpy.types.Camera attribute), 210
 shininess (bge.types.KX_PolygonMaterial attribute), 1090
 show_active() (in module bpy.ops.outliner), 80
 show_actuators (bpy.types.GameObjectSettings attribute), 393
 show_actuators_active_object (bpy.types.SpaceLogicEditor attribute), 800
 show_actuators_active_states (bpy.types.SpaceLogicEditor attribute), 800
 show_actuators_linked_controller (bpy.types.SpaceLogicEditor attribute), 800
 show_actuators_selected_objects (bpy.types.SpaceLogicEditor attribute), 800
 show_alive (bpy.types.ExplodeModifier attribute), 350
 show_alive (bpy.types.ParticleInstanceModifier attribute), 635
 show_all_edges (bpy.types.Mesh attribute), 532
 show_all_objects_origin (bpy.types.SpaceView3D attribute), 814
 show_armatures (bpy.types.DopeSheet attribute), 325
 show_axes (bpy.types.Armature attribute), 166
 show_axis (bpy.types.Object attribute), 602
 show_axis_x (bpy.types.SpaceView3D attribute), 814
 show_axis_y (bpy.types.SpaceView3D attribute), 815
 show_axis_z (bpy.types.SpaceView3D attribute), 815
 show_backdrop (bpy.types.SpaceNodeEditor attribute), 803
 show_background_images (bpy.types.SpaceView3D attribute), 815
 show_bone_custom_shapes (bpy.types.Armature attribute), 166
 show_bounds (bpy.types.Object attribute), 602
 show_brush (bpy.types.ImagePaint attribute), 418
 show_brush (bpy.types.Paint attribute), 623
 show_brush_draw (bpy.types.ImagePaint attribute), 418
 show_brush_on_surface (bpy.types.Paint attribute), 623
 show_brush_texture (bpy.types.SpaceProperties attribute), 805
 show_cache (bpy.types.SpaceTimeline attribute), 809
 show_cameras (bpy.types.DopeSheet attribute), 325
 show_colored_constraints (bpy.types.ThemeBoneColorSet attribute), 876
 show_column_layout (bpy.types.UserPreferencesView attribute), 967
 show_cone (bpy.types.SpotLamp attribute), 827
 show_controllers (bpy.types.GameObjectSettings attribute), 393
 show_controllers_active_object (bpy.types.SpaceLogicEditor attribute), 800
 show_controllers_linked_controller (bpy.types.SpaceLogicEditor attribute), 800
 show_controllers_selected_objects (bpy.types.SpaceLogicEditor attribute), 800
 show_cursor (bpy.types.SpaceGraphEditor attribute), 796
 show_curves (bpy.types.DopeSheet attribute), 325
 show_cyclic_dependencies() (in module bpy.ops.node), 62
 show_dead (bpy.types.ExplodeModifier attribute), 350
 show_dead (bpy.types.ParticleInstanceModifier attribute), 635
 show_debug (bpy.types.GameProperty attribute), 396
 show_debug_info (bpy.types.Driver attribute), 327
 show_debug_properties (bpy.types.SceneGameData attribute), 720
 show_debug_state (bpy.types.GameObjectSettings attribute), 393
 show_double_sided (bpy.types.Mesh attribute), 532
 show_edge_bevel_weight (bpy.types.Mesh attribute), 532
 show_edge_crease (bpy.types.Mesh attribute), 532
 show_edge_seams (bpy.types.Mesh attribute), 532
 show_edge_sharp (bpy.types.Mesh attribute), 532
 show_edges (bpy.types.Mesh attribute), 532
 show_expanded (bpy.types.ActionGroup attribute), 147
 show_expanded (bpy.types.Actuator attribute), 150
 show_expanded (bpy.types.BackgroundImage attribute), 175
 show_expanded (bpy.types.Constraint attribute), 293
 show_expanded (bpy.types.Controller attribute), 301
 show_expanded (bpy.types.FModifier attribute), 359
 show_expanded (bpy.types.KeyMapItem attribute), 441
 show_expanded (bpy.types.Modifier attribute), 565
 show_expanded (bpy.types.Sensor attribute), 735
 show_expanded_children (bpy.types.KeyMap attribute), 438
 show_expanded_items (bpy.types.KeyMap attribute), 438
 show_expanded_summary (bpy.types.DopeSheet attribute), 325
 show_extra_edge_angle (bpy.types.Mesh attribute), 532
 show_extra_edge_length (bpy.types.Mesh attribute), 533
 show_extra_face_area (bpy.types.Mesh attribute), 533
 show_faces (bpy.types.Mesh attribute), 533
 show_floor (bpy.types.SpaceView3D attribute), 815
 show_frame_indicator (bpy.types.SpaceDopeSheetEditor attribute), 793
 show_frame_indicator (bpy.types.SpaceGraphEditor attribute), 796
 show_frame_indicator (bpy.types.SpaceNLA attribute), 801
 show_frame_indicator (bpy.types.SpaceSequenceEditor attribute), 806
 show_frame_indicator (bpy.types.SpaceTimeline attribute), 809

- show_frame_numbers (bpy.types.AnimVizMotionPaths attribute), 158
 show_framerate_profile (bpy.types.SceneGameData attribute), 720
 show_frames (bpy.types.SpaceSequenceEditor attribute), 806
 show_fullscreen (bpy.types.SceneGameData attribute), 720
 show_group_colors (bpy.types.Armature attribute), 166
 show_handles (bpy.types.Curve attribute), 309
 show_handles (bpy.types.SpaceGraphEditor attribute), 796
 show_health (bpy.types.ParticleSettings attribute), 644
 show_hidden (bpy.types.DopeSheet attribute), 325
 show_hidden (bpy.types.FileSelectParams attribute), 373
 show_hidden_files_datablocks (bpy.types.UserPreferencesFilePaths attribute), 960
 show_hierarchy() (in module bpy.ops.outliner), 80
 show_high_resolution (bpy.types.SmokeDomainSettings attribute), 776
 show_in_editmode (bpy.types.Modifier attribute), 565
 show_keyframe_action_all (bpy.types.AnimVizMotionPaths attribute), 158
 show_keyframe_highlight (bpy.types.AnimVizMotionPaths attribute), 158
 show_keyframe_numbers (bpy.types.AnimVizMotionPaths attribute), 158
 show_lamps (bpy.types.DopeSheet attribute), 325
 show_large_cursors (bpy.types.UserPreferencesView attribute), 967
 show_limits (bpy.types.Camera attribute), 210
 show_line_highlight (bpy.types.SpaceTextEditor attribute), 807
 show_line_numbers (bpy.types.SpaceTextEditor attribute), 808
 show_low_resolution (bpy.types.Paint attribute), 623
 show_manipulator (bpy.types.SpaceView3D attribute), 815
 show_manipulator (bpy.types.UserPreferencesView attribute), 967
 show_material_color (bpy.types.ParticleSettings attribute), 644
 show_materials (bpy.types.DopeSheet attribute), 325
 show_menus (bpy.types.Area attribute), 162
 show_meshes (bpy.types.DopeSheet attribute), 325
 show_metaballs (bpy.types.DopeSheet attribute), 325
 show_mini_axis (bpy.types.UserPreferencesView attribute), 967
 show_missing_nla (bpy.types.DopeSheet attribute), 325
 show_mist (bpy.types.Camera attribute), 210
 show_modified_edges (bpy.types.SpaceUVEditor attribute), 811
 show_name (bpy.types.Camera attribute), 210
 show_name (bpy.types.Object attribute), 602
 show_names (bpy.types.Armature attribute), 166
 show_nodes (bpy.types.DopeSheet attribute), 325
 show_normal_face (bpy.types.Curve attribute), 309
 show_normal_face (bpy.types.Mesh attribute), 533
 show_normal_vertex (bpy.types.Mesh attribute), 533
 show_normalized_coords (bpy.types.SpaceUVEditor attribute), 811
 show_number (bpy.types.ParticleSettings attribute), 644
 show_object_info (bpy.types.UserPreferencesView attribute), 968
 show_on_cage (bpy.types.Modifier attribute), 565
 show_one_level() (in module bpy.ops.outliner), 80
 show_only_control_edges (bpy.types.MultiresModifier attribute), 575
 show_only_control_edges (bpy.types.SubsurfModifier attribute), 835
 show_only_ghost_selected (bpy.types.Armature attribute), 166
 show_only_group_objects (bpy.types.DopeSheet attribute), 325
 show_only_render (bpy.types.SpaceView3D attribute), 815
 show_only_selected (bpy.types.AnimVizOnionSkinning attribute), 160
 show_only_selected (bpy.types.DopeSheet attribute), 325
 show_only_selected (bpy.types.SpaceTimeline attribute), 809
 show_only_shape_key (bpy.types.Object attribute), 602
 show_other_objects (bpy.types.SpaceUVEditor attribute), 811
 show_outline_selected (bpy.types.SpaceView3D attribute), 815
 show_overlay (bpy.types.SequenceEditor attribute), 742
 show_particles (bpy.types.DopeSheet attribute), 326
 show_particles (bpy.types.ParticleEdit attribute), 631
 show_passepartout (bpy.types.Camera attribute), 211
 show_physics_visualization (bpy.types.SceneGameData attribute), 720
 show_pivot (bpy.types.RigidBodyJointConstraint attribute), 709
 show_playback_fps (bpy.types.UserPreferencesView attribute), 968
 show_points (bpy.types.GPencilLayer attribute), 386
 show_relationship_lines (bpy.types.SpaceView3D attribute), 815
 show_render (bpy.types.Modifier attribute), 565
 show_repeat (bpy.types.SpaceImageEditor attribute), 798
 show_report_debug (bpy.types.SpaceInfo attribute), 799
 show_report_error (bpy.types.SpaceInfo attribute), 799
 show_report_info (bpy.types.SpaceInfo attribute), 799

- show_report_operator (bpy.types.SpaceInfo attribute), 799
 show_report_warning (bpy.types.SpaceInfo attribute), 799
 show_restrict_columns (bpy.types.SpaceOutliner attribute), 804
 show_safe_margin (bpy.types.SpaceSequenceEditor attribute), 806
 show_scenes (bpy.types.DopeSheet attribute), 326
 show_sensors (bpy.types.GameObjectSettings attribute), 393
 show_sensors_active_object (bpy.types.SpaceLogicEditor attribute), 800
 show_sensors_active_states (bpy.types.SpaceLogicEditor attribute), 800
 show_sensors_linked_controller (bpy.types.SpaceLogicEditor attribute), 800
 show_sensors_selected_objects (bpy.types.SpaceLogicEditor attribute), 801
 show_separate_color (bpy.types.SpaceSequenceEditor attribute), 806
 show_shaded (bpy.types.ThemeWidgetColors attribute), 911
 show_shapekeys (bpy.types.DopeSheet attribute), 326
 show_size (bpy.types.ParticleSettings attribute), 644
 show_sliders (bpy.types.SpaceDopeSheetEditor attribute), 794
 show_sliders (bpy.types.SpaceGraphEditor attribute), 796
 show_smooth_edges (bpy.types.SpaceUVEditor attribute), 811
 show_splash (bpy.types.UserPreferencesView attribute), 968
 show_state_panel (bpy.types.GameObjectSettings attribute), 393
 show_stretch (bpy.types.SpaceUVEditor attribute), 811
 show_strip_curves (bpy.types.SpaceNLA attribute), 802
 show_summary (bpy.types.DopeSheet attribute), 326
 show_sync_view (bpy.types.RegionView3D attribute), 689
 show_syntax_highlight (bpy.types.SpaceTextEditor attribute), 808
 show_texture_space (bpy.types.Object attribute), 602
 show_textured_solid (bpy.types.SpaceView3D attribute), 815
 show_textures (bpy.types.DopeSheet attribute), 326
 show_thumbnails (bpy.types.UserPreferencesFilePaths attribute), 960
 show_title_safe (bpy.types.Camera attribute), 211
 show_tooltips (bpy.types.UserPreferencesView attribute), 968
 show_tooltips_python (bpy.types.UserPreferencesView attribute), 968
 show_tracer (bpy.types.ParticleFluidSettings attribute), 633
 show_transforms (bpy.types.DopeSheet attribute), 326
 show_transparent (bpy.types.Object attribute), 602
 show_unborn (bpy.types.ExplodeModifier attribute), 350
 show_unborn (bpy.types.ParticleInstanceModifier attribute), 635
 show_unborn (bpy.types.ParticleSettings attribute), 644
 show_uv_local_view (bpy.types.ToolSettings attribute), 917
 show_velocity (bpy.types.ParticleSettings attribute), 645
 show_view_name (bpy.types.UserPreferencesView attribute), 968
 show_viewport (bpy.types.Modifier attribute), 565
 show_wire (bpy.types.Bone attribute), 195
 show_wire (bpy.types.EditBone attribute), 333
 show_wire (bpy.types.Object attribute), 602
 show_word_wrap (bpy.types.SpaceTextEditor attribute), 808
 show_worlds (bpy.types.DopeSheet attribute), 326
 show_x_ray (bpy.types.Object attribute), 602
 showMouse() (in module bge.render), 1141
 shrink_fatten() (in module bpy.ops.transform), 116
 shrinkwrap_type (bpy.types.ShrinkwrapConstraint attribute), 770
 ShrinkwrapConstraint (class in bpy.types), 770
 ShrinkwrapModifier (class in bpy.types), 771
 sigma_color (bpy.types.CompositorNodeBilateralblur attribute), 236
 sigma_space (bpy.types.CompositorNodeBilateralblur attribute), 236
 SimpleDeformModifier (class in bpy.types), 773
 simplify_ao_sss (bpy.types.RenderSettings attribute), 703
 simplify_child_particles (bpy.types.RenderSettings attribute), 703
 simplify_rate (bpy.types.ParticleSettings attribute), 645
 simplify_refsize (bpy.types.ParticleSettings attribute), 645
 simplify_shadow_samples (bpy.types.RenderSettings attribute), 703
 simplify_subdivision (bpy.types.RenderSettings attribute), 703
 simplify_transition (bpy.types.ParticleSettings attribute), 645
 simplify_viewport (bpy.types.ParticleSettings attribute), 645
 simulation_scale (bpy.types.DomainFluidSettings attribute), 323
 single_axis_number (bpy.types.JoystickSensor attribute), 433
 SIXKEY (in module bge.events), 1146
 size (bpy.types.AreaLamp attribute), 164
 size (bpy.types.BackgroundImage attribute), 175
 size (bpy.types.Brush attribute), 203
 size (bpy.types.CastModifier attribute), 213
 size (bpy.types.CompositorNodeGlare attribute), 259

- size (bpy.types.CompositorNodeMapValue attribute), 268
- size (bpy.types.FieldSettings attribute), 371
- size (bpy.types.MaterialHalo attribute), 513
- size (bpy.types.Particle attribute), 627
- size (bpy.types.ParticleBrush attribute), 629
- size (bpy.types.TextCurve attribute), 846
- size (bpy.types.WorldStarsSettings attribute), 998
- size() (in module blf), 1046
- size_min (bpy.types.MaterialStrand attribute), 519
- size_random (bpy.types.ParticleSettings attribute), 645
- size_x (bpy.types.CompositorNodeBlur attribute), 237
- size_x (bpy.types.MetaElement attribute), 560
- size_y (bpy.types.AreaLamp attribute), 164
- size_y (bpy.types.CompositorNodeBlur attribute), 237
- size_y (bpy.types.MetaElement attribute), 560
- size_z (bpy.types.MetaElement attribute), 560
- SKEY (in module bge.events), 1145
- sky_blend (bpy.types.LampSkySettings attribute), 463
- sky_blend_type (bpy.types.LampSkySettings attribute), 463
- sky_color_space (bpy.types.LampSkySettings attribute), 463
- sky_exposure (bpy.types.LampSkySettings attribute), 463
- SLASHKEY (in module bge.events), 1148
- slider_max (bpy.types.ShapeKey attribute), 767
- slider_min (bpy.types.ShapeKey attribute), 767
- slip_type (bpy.types.DomainFluidSettings attribute), 323
- slip_type (bpy.types.ObstacleFluidSettings attribute), 614
- slope (bpy.types.CompositorNodeColorBalance attribute), 242
- slot_copy() (in module bpy.ops.texture), 111
- slot_move() (in module bpy.ops.texture), 112
- slot_paste() (in module bpy.ops.texture), 112
- slow_parent_clear() (in module bpy.ops.object), 76
- slow_parent_set() (in module bpy.ops.object), 76
- slurph (bpy.types.Key attribute), 434
- small_caps_scale (bpy.types.TextCurve attribute), 846
- smart_project() (in module bpy.ops.uv), 124
- smoke_data_type (bpy.types.VoxelData attribute), 981
- smoke_type (bpy.types.SmokeModifier attribute), 779
- SmokeCollSettings (class in bpy.types), 774
- SmokeDomainSettings (class in bpy.types), 775
- SmokeDomainSettings.effector_weights (in module bpy.types), 775
- SmokeDomainSettings.point_cache (in module bpy.types), 776
- SmokeFlowSettings (class in bpy.types), 777
- SmokeModifier (class in bpy.types), 778
- SmokeModifier.coll_settings (in module bpy.types), 778
- SmokeModifier.domain_settings (in module bpy.types), 778
- SmokeModifier.flow_settings (in module bpy.types), 778
- smooth() (in module bpy.ops.curve), 20
- smooth() (in module bpy.ops.graph), 33
- smooth_emitter (bpy.types.SmokeDomainSettings attribute), 776
- smooth_radius() (in module bpy.ops.curve), 20
- smooth_stroke_factor (bpy.types.Brush attribute), 203
- smooth_stroke_radius (bpy.types.Brush attribute), 203
- smooth_view (bpy.types.UserPreferencesView attribute), 968
- SmoothModifier (class in bpy.types), 779
- smoothscroll() (in module bpy.ops.file), 27
- smoothview() (in module bpy.ops.view3d), 130
- smpte_from_frame() (in module bpy.utils), 1008
- smpte_from_seconds() (in module bpy.utils), 1008
- snap() (in module bpy.ops.action), 6
- snap() (in module bpy.ops.graph), 33
- snap() (in module bpy.ops.nla), 59
- snap() (in module bpy.ops.sequencer), 101
- snap_cursor() (in module bpy.ops.uv), 125
- snap_cursor_to_active() (in module bpy.ops.view3d), 130
- snap_cursor_to_center() (in module bpy.ops.view3d), 130
- snap_cursor_to_grid() (in module bpy.ops.view3d), 130
- snap_cursor_to_selected() (in module bpy.ops.view3d), 130
- snap_element (bpy.types.ToolSettings attribute), 917
- snap_selected_to_cursor() (in module bpy.ops.view3d), 130
- snap_selected_to_grid() (in module bpy.ops.view3d), 130
- snap_selection() (in module bpy.ops.uv), 125
- snap_target (bpy.types.ToolSettings attribute), 917
- snap_type() (in module bpy.ops.transform), 117
- SoftBodyModifier (class in bpy.types), 780
- SoftBodyModifier.point_cache (in module bpy.types), 780
- SoftBodyModifier.settings (in module bpy.types), 780
- SoftBodySettings (class in bpy.types), 781
- SoftBodySettings.effector_weights (in module bpy.types), 782
- solidify() (in module bpy.ops.mesh), 56
- SolidifyModifier (class in bpy.types), 785
- solver (bpy.types.Itasc attribute), 431
- sort_faces() (in module bpy.ops.mesh), 56
- sort_method (bpy.types.FileSelectParams attribute), 373
- sound (bpy.types.SoundActuator attribute), 788
- Sound (class in bpy.types), 787
- Sound.packed_file (in module bpy.types), 787
- sound_bake() (in module bpy.ops.graph), 33
- sound_directory (bpy.types.UserPreferencesFilePaths attribute), 960
- sound_strip_add() (in module bpy.ops.sequencer), 101
- SoundActuator (class in bpy.types), 788
- SoundSequence (class in bpy.types), 789
- SoundSequence.sound (in module bpy.types), 790
- source (bpy.types.EnvironmentMap attribute), 345
- source (bpy.types.Image attribute), 416
- space (bpy.types.CompositorNodeScale attribute), 277

- Space (class in bpy.types), 791
- Space.type (in module bpy.types), 791
- space_character (bpy.types.TextCurve attribute), 846
- space_line (bpy.types.TextCurve attribute), 846
- space_word (bpy.types.TextCurve attribute), 846
- SpaceConsole (class in bpy.types), 792
- SpaceConsole.history (in module bpy.types), 792
- SpaceConsole.scrollback (in module bpy.types), 792
- SpaceDopeSheetEditor (class in bpy.types), 793
- SpaceDopeSheetEditor.dopesheet (in module bpy.types), 793
- SpaceDopeSheetEditor.show_seconds (in module bpy.types), 793
- SpaceFileBrowser (class in bpy.types), 794
- SpaceFileBrowser.operator (in module bpy.types), 794
- SpaceFileBrowser.params (in module bpy.types), 794
- SpaceGraphEditor (class in bpy.types), 795
- SpaceGraphEditor.dopesheet (in module bpy.types), 795
- SpaceGraphEditor.show_seconds (in module bpy.types), 796
- SpaceImageEditor (class in bpy.types), 797
- SpaceImageEditor.curves (in module bpy.types), 797
- SpaceImageEditor.image_user (in module bpy.types), 797
- SpaceImageEditor.sample_histogram (in module bpy.types), 797
- SpaceImageEditor.scopes (in module bpy.types), 797
- SpaceImageEditor.show_paint (in module bpy.types), 797
- SpaceImageEditor.show_render (in module bpy.types), 798
- SpaceImageEditor.show_uvedit (in module bpy.types), 798
- SpaceImageEditor.uv_editor (in module bpy.types), 798
- SpaceInfo (class in bpy.types), 799
- SPACEKEY (in module bge.events), 1148
- SpaceLogicEditor (class in bpy.types), 800
- SpaceNLA (class in bpy.types), 801
- SpaceNLA.dopesheet (in module bpy.types), 801
- SpaceNLA.show_seconds (in module bpy.types), 801
- SpaceNodeEditor (class in bpy.types), 802
- SpaceNodeEditor.id (in module bpy.types), 802
- SpaceNodeEditor.id_from (in module bpy.types), 802
- SpaceNodeEditor.node_tree (in module bpy.types), 802
- SpaceOutliner (class in bpy.types), 803
- SpaceProperties (class in bpy.types), 804
- SpaceSequenceEditor (class in bpy.types), 805
- SpaceSequenceEditor.grease_pencil (in module bpy.types), 806
- SpaceTextEditor (class in bpy.types), 807
- SpaceTimeline (class in bpy.types), 809
- SpaceUserPreferences (class in bpy.types), 812
- SpaceUVEditor (class in bpy.types), 810
- SpaceView3D (class in bpy.types), 813
- SpaceView3D.background_images (in module bpy.types), 813
- SpaceView3D.current_orientation (in module bpy.types), 813
- SpaceView3D.layers_used (in module bpy.types), 814
- SpaceView3D.local_view (in module bpy.types), 814
- SpaceView3D.region_3d (in module bpy.types), 814
- SpaceView3D.region_quadview (in module bpy.types), 814
- spacing (bpy.types.Brush attribute), 203
- specular (bge.types.KX_PolygonMaterial attribute), 1090
- specular_alpha (bpy.types.Material attribute), 507
- specular_color (bpy.types.Material attribute), 507
- specular_color (bpy.types.UserSolidLight attribute), 970
- specular_color_factor (bpy.types.MaterialTextureSlot attribute), 524
- specular_factor (bpy.types.MaterialTextureSlot attribute), 524
- specular_hardness (bpy.types.Material attribute), 508
- specular_intensity (bpy.types.Material attribute), 508
- specular_ior (bpy.types.Material attribute), 508
- specular_ramp_blend (bpy.types.Material attribute), 508
- specular_ramp_factor (bpy.types.Material attribute), 508
- specular_ramp_input (bpy.types.Material attribute), 508
- specular_shader (bpy.types.Material attribute), 508
- specular_slope (bpy.types.Material attribute), 508
- specular_toon_size (bpy.types.Material attribute), 508
- specular_toon_smooth (bpy.types.Material attribute), 508
- specularity (bge.types.KX_PolygonMaterial attribute), 1090
- speed (bpy.types.BoidRuleAverageSpeed attribute), 185
- speed (bpy.types.SoftBodySettings attribute), 783
- speed (bpy.types.WaveModifier attribute), 984
- speed_factor (bpy.types.Sequence attribute), 738
- speed_max (bpy.types.CompositorNodeVecBlur attribute), 288
- speed_min (bpy.types.CompositorNodeVecBlur attribute), 288
- speed_of_sound (aud.Device attribute), 1049
- speed_scale (bpy.types.PointDensity attribute), 663
- SpeedControlSequence (class in bpy.types), 816
- sphere_project() (in module bpy.ops.uv), 125
- sphereInsideFrustum() (bge.types.KX_Camera method), 1113
- SPHFluidSettings (class in bpy.types), 710
- spin (bpy.types.CompositorNodeDBLur attribute), 251
- spin() (in module bpy.ops.curve), 20
- spin() (in module bpy.ops.mesh), 56
- splash() (in module bpy.ops.wm), 141
- Spline (class in bpy.types), 818
- Spline.bezier_points (in module bpy.types), 818
- Spline.character_index (in module bpy.types), 818
- Spline.point_count_u (in module bpy.types), 819
- Spline.point_count_v (in module bpy.types), 819
- Spline.points (in module bpy.types), 819
- spline_type_set() (in module bpy.ops.curve), 21

- spline_weight_set() (in module bpy.ops.curve), 21
- SplineBezierPoints (class in bpy.types), 821
- SplineIKConstraint (class in bpy.types), 821
- SplinePoint (class in bpy.types), 823
- SplinePoints (class in bpy.types), 824
- split() (bpy.types.UILayout method), 927
- split() (in module bpy.ops.mesh), 56
- split() (in module bpy.ops.nla), 60
- split_angle (bpy.types.EdgeSplitModifier attribute), 331
- spot_blend (bpy.types.SpotLamp attribute), 827
- spot_size (bpy.types.SpotLamp attribute), 827
- spotblend (bge.types.KX_LightObject attribute), 1077
- SpotLamp (class in bpy.types), 825
- SpotLamp.falloff_curve (in module bpy.types), 825
- spotsizes (bge.types.KX_LightObject attribute), 1077
- spread (bpy.types.LampSkySettings attribute), 463
- spring (bpy.types.ConstraintActuator attribute), 296
- spring_damping (bpy.types.ClothSettings attribute), 222
- spring_force (bpy.types.SPHFluidSettings attribute), 711
- spring_length (bpy.types.SoftBodySettings attribute), 783
- squash (bpy.types.TextureNodeBricks attribute), 853
- squash_frequency (bpy.types.TextureNodeBricks attribute), 853
- sss_preset_add() (in module bpy.ops.material), 44
- stamp_background (bpy.types.RenderSettings attribute), 703
- stamp_font_size (bpy.types.RenderSettings attribute), 703
- stamp_foreground (bpy.types.RenderSettings attribute), 703
- stamp_note_text (bpy.types.RenderSettings attribute), 703
- standard_deviation (bpy.types.RandomActuator attribute), 685
- star_tip_count (bpy.types.MaterialHalo attribute), 513
- start (bpy.types.WorldMistSettings attribute), 997
- start_cap (bpy.types.ArrayModifier attribute), 174
- start_frame_set() (in module bpy.ops.time), 112
- start_position_object (bpy.types.WaveModifier attribute), 984
- start_position_x (bpy.types.WaveModifier attribute), 984
- start_position_y (bpy.types.WaveModifier attribute), 984
- start_time (bpy.types.ControlFluidSettings attribute), 300
- start_time (bpy.types.DomainFluidSettings attribute), 323
- startGame() (in module bge.logic), 1128
- state (bge.types.KX_GameObject attribute), 1068
- state (bge.types.SCA_IController attribute), 1057
- state_add() (in module bpy.ops.boid), 13
- state_del() (in module bpy.ops.boid), 13
- state_move_down() (in module bpy.ops.boid), 13
- state_move_up() (in module bpy.ops.boid), 13
- StateActuator (class in bpy.types), 828
- states (bpy.types.Controller attribute), 301
- states (bpy.types.StateActuator attribute), 828
- states_initial (bpy.types.GameObjectSettings attribute), 393
- states_visible (bpy.types.GameObjectSettings attribute), 394
- statistics() (bpy.types.Scene method), 715
- status (aud.Handle attribute), 1054
- status (bge.types.SCA_ISensor attribute), 1057
- step_count (bpy.types.Itasc attribute), 431
- step_max (bpy.types.Itasc attribute), 431
- step_max (bpy.types.SoftBodySettings attribute), 783
- step_method (bpy.types.MaterialVolume attribute), 529
- step_min (bpy.types.Itasc attribute), 431
- step_min (bpy.types.SoftBodySettings attribute), 783
- step_size (bpy.types.MaterialVolume attribute), 529
- steps (bpy.types.ParticleBrush attribute), 629
- steps (bpy.types.ScrewModifier attribute), 732
- stereo (bpy.types.SceneGameData attribute), 720
- stereo_eye_separation (bpy.types.SceneGameData attribute), 720
- stereo_mode (bpy.types.SceneGameData attribute), 720
- stickiness (bpy.types.CollisionSettings attribute), 228
- sticky_add() (in module bpy.ops.mesh), 57
- sticky_remove() (in module bpy.ops.mesh), 57
- sticky_select_mode (bpy.types.SpaceUVEditor attribute), 811
- stiffness (bpy.types.MetaElement attribute), 560
- stiffness (bpy.types.SPHFluidSettings attribute), 711
- stiffness_near (bpy.types.SPHFluidSettings attribute), 711
- still_frame (bpy.types.VoxelData attribute), 981
- stitch() (in module bpy.ops.uv), 125
- stopDSP() (in module bge.logic), 1129
- streaks (bpy.types.CompositorNodeGlare attribute), 259
- strength (bpy.types.BoidSettings attribute), 192
- strength (bpy.types.Brush attribute), 203
- strength (bpy.types.DisplaceModifier attribute), 319
- strength (bpy.types.FieldSettings attribute), 371
- strength (bpy.types.FModifierNoise attribute), 366
- strength (bpy.types.ParticleBrush attribute), 629
- strength (bpy.types.SmokeDomainSettings attribute), 776
- stretchto_reset() (in module bpy.ops.constraint), 17
- StretchToConstraint (class in bpy.types), 829
- string (bpy.types.IDProperty attribute), 412
- StringProperty (class in bpy.types), 830
- StringProperty() (in module bpy.props), 1012
- StringProperty.default (in module bpy.types), 831
- StringProperty.length_max (in module bpy.types), 831
- strip_time (bpy.types.NlaStrip attribute), 586
- strips (bpy.types.ThemeNLAEditor attribute), 892
- strips_selected (bpy.types.ThemeNLAEditor attribute), 892
- strobe (bpy.types.EffectSequence attribute), 338
- strobe (bpy.types.ImageSequence attribute), 420
- strobe (bpy.types.MetaSequence attribute), 561

- strobe (bpy.types.MovieSequence attribute), 570
- strobe (bpy.types.MulticamSequence attribute), 572
- strobe (bpy.types.SceneSequence attribute), 727
- stroke_method (bpy.types.Brush attribute), 204
- Struct (class in bpy.types), 832
- Struct.base (in module bpy.types), 832
- Struct.description (in module bpy.types), 832
- Struct.functions (in module bpy.types), 832
- Struct.identifier (in module bpy.types), 832
- Struct.name (in module bpy.types), 832
- Struct.name_property (in module bpy.types), 832
- Struct.nested (in module bpy.types), 832
- Struct.properties (in module bpy.types), 832
- structural_stiffness (bpy.types.ClothSettings attribute), 222
- structural_stiffness_max (bpy.types.ClothSettings attribute), 222
- stucci_type (bpy.types.StucciTexture attribute), 833
- StucciTexture (class in bpy.types), 833
- StucciTexture.users_material (in module bpy.types), 833
- StucciTexture.users_object_modifier (in module bpy.types), 833
- style_set() (in module bpy.ops.font), 29
- style_toggle() (in module bpy.ops.font), 29
- subdivide() (in module bpy.ops.armature), 12
- subdivide() (in module bpy.ops.curve), 21
- subdivide() (in module bpy.ops.mesh), 57
- subdivide() (in module bpy.ops.particle), 86
- subdivision_set() (in module bpy.ops.object), 77
- subdivision_type (bpy.types.MultiresModifier attribute), 575
- subdivision_type (bpy.types.SubsurfModifier attribute), 835
- subframes (bpy.types.ParticleSettings attribute), 645
- subject (bge.types.KX_NetworkMessageActuator attribute), 1082
- subject (bge.types.KX_NetworkMessageSensor attribute), 1082
- subject (bpy.types.MessageActuator attribute), 555
- subject (bpy.types.MessageSensor attribute), 556
- subjects (bge.types.KX_NetworkMessageSensor attribute), 1082
- subsurf_levels (bpy.types.ShrinkwrapModifier attribute), 771
- SubsurfModifier (class in bpy.types), 834
- subtarget (bge.types.BL_ArmatureActuator attribute), 1117
- subtarget (bge.types.BL_ArmatureConstraint attribute), 1120
- subtarget (bpy.types.ActionConstraint attribute), 144
- subtarget (bpy.types.ChildOfConstraint attribute), 215
- subtarget (bpy.types.ConstraintTarget attribute), 297
- subtarget (bpy.types.CopyLocationConstraint attribute), 302
- subtarget (bpy.types.CopyRotationConstraint attribute), 304
- subtarget (bpy.types.CopyScaleConstraint attribute), 305
- subtarget (bpy.types.CopyTransformsConstraint attribute), 306
- subtarget (bpy.types.DampedTrackConstraint attribute), 316
- subtarget (bpy.types.FloorConstraint attribute), 378
- subtarget (bpy.types.HookModifier attribute), 408
- subtarget (bpy.types.KinematicConstraint attribute), 459
- subtarget (bpy.types.LimitDistanceConstraint attribute), 471
- subtarget (bpy.types.LockedTrackConstraint attribute), 477
- subtarget (bpy.types.PivotConstraint attribute), 656
- subtarget (bpy.types.StretchToConstraint attribute), 829
- subtarget (bpy.types.TrackToConstraint attribute), 920
- subtarget (bpy.types.TransformConstraint attribute), 922
- sun_brightness (bpy.types.LampSkySettings attribute), 463
- sun_intensity (bpy.types.LampSkySettings attribute), 463
- sun_size (bpy.types.LampSkySettings attribute), 463
- SunLamp (class in bpy.types), 836
- SunLamp.sky (in module bpy.types), 836
- sunsy_preset_add() (in module bpy.ops.lamp), 41
- surface_smooth (bpy.types.DomainFluidSettings attribute), 323
- surface_subdivisions (bpy.types.DomainFluidSettings attribute), 323
- SurfaceCurve (class in bpy.types), 837
- SurfaceModifier (class in bpy.types), 839
- suspend() (bge.types.KX_Scene method), 1097
- suspendDynamics() (bge.types.KX_GameObject method), 1072
- suspended (bge.types.KX_Scene attribute), 1096
- swap() (bpy.types.Sequence method), 738
- swap() (in module bpy.ops.sequencer), 102
- swap_data() (in module bpy.ops.sequencer), 102
- swap_inputs() (in module bpy.ops.sequencer), 102
- switch_direction() (in module bpy.ops.armature), 12
- switch_direction() (in module bpy.ops.curve), 21
- sync_mode (bpy.types.Scene attribute), 714
- syntax_builtin (bpy.types.ThemeTextEditor attribute), 901
- syntax_comment (bpy.types.ThemeTextEditor attribute), 901
- syntax_numbers (bpy.types.ThemeTextEditor attribute), 902
- syntax_special (bpy.types.ThemeTextEditor attribute), 902
- syntax_string (bpy.types.ThemeTextEditor attribute), 902
- sysinfo() (in module bpy.ops.wm), 141
- system (bpy.types.ParticleTarget attribute), 655
- system (bpy.types.UnitSettings attribute), 952

system_rotation (bpy.types.UnitSettings attribute), 952

T

tab_width (bpy.types.SpaceTextEditor attribute), 808

TABKEY (in module bge.events), 1148

tag (bpy.types.ID attribute), 409

tag_redraw() (bpy.types.Area method), 162

tag_redraw() (bpy.types.Region method), 689

tail (bge.types.BL_ArmatureBone attribute), 1125

tail (bpy.types.Bone attribute), 195

tail (bpy.types.EditBone attribute), 334

tail_local (bpy.types.Bone attribute), 196

tail_radius (bpy.types.Bone attribute), 196

tail_radius (bpy.types.EditBone attribute), 334

tangent_factor (bpy.types.ParticleSettings attribute), 645

tangent_phase (bpy.types.ParticleSettings attribute), 645

tap (bge.types.SCA_1Sensor attribute), 1056

taper_object (bpy.types.Curve attribute), 309

target (bge.types.BL_ArmatureActuator attribute), 1117

target (bge.types.BL_ArmatureConstraint attribute), 1120

target (bpy.types.ActionConstraint attribute), 144

target (bpy.types.ArmatureActuator attribute), 168

target (bpy.types.ChildOfConstraint attribute), 215

target (bpy.types.ClampToConstraint attribute), 217

target (bpy.types.ConstraintTarget attribute), 297

target (bpy.types.CopyLocationConstraint attribute), 302

target (bpy.types.CopyRotationConstraint attribute), 304

target (bpy.types.CopyScaleConstraint attribute), 305

target (bpy.types.CopyTransformsConstraint attribute), 307

target (bpy.types.DampedTrackConstraint attribute), 316

target (bpy.types.FloorConstraint attribute), 378

target (bpy.types.FollowPathConstraint attribute), 382

target (bpy.types.KeyboardSensor attribute), 448

target (bpy.types.KinematicConstraint attribute), 459

target (bpy.types.LimitDistanceConstraint attribute), 471

target (bpy.types.LockedTrackConstraint attribute), 477

target (bpy.types.PivotConstraint attribute), 656

target (bpy.types.RigidBodyJointConstraint attribute), 709

target (bpy.types.ShrinkwrapConstraint attribute), 770

target (bpy.types.ShrinkwrapModifier attribute), 771

target (bpy.types.SplineIKConstraint attribute), 822

target (bpy.types.StretchToConstraint attribute), 830

target (bpy.types.TrackToConstraint attribute), 920

target (bpy.types.TransformConstraint attribute), 922

target_count (bpy.types.PythonConstraint attribute), 680

target_move_down() (in module bpy.ops.particle), 86

target_move_up() (in module bpy.ops.particle), 86

target_remove() (in module bpy.ops.particle), 86

target_space (bpy.types.Constraint attribute), 293

targetProperty (bge.types.SCA_KeyboardSensor attribute), 1108

tempdir (in module bpy.app), 1010

temperature (bpy.types.SmokeFlowSettings attribute), 777

template_any_ID() (bpy.types.UILayout method), 945

template_color_ramp() (bpy.types.UILayout method), 946

template_color_wheel() (bpy.types.UILayout method), 947

template_constraint() (bpy.types.UILayout method), 946

template_curve_mapping() (bpy.types.UILayout method), 946

template_header() (bpy.types.UILayout method), 945

template_header_3D() (bpy.types.UILayout method), 948

template_histogram() (bpy.types.UILayout method), 947

template_ID() (bpy.types.UILayout method), 945

template_ID_preview() (bpy.types.UILayout method), 945

template_image() (bpy.types.UILayout method), 948

template_image_layers() (bpy.types.UILayout method), 948

template_layers() (bpy.types.UILayout method), 947

template_list() (bpy.types.UILayout method), 948

template_modifier() (bpy.types.UILayout method), 946

template_operator_search() (bpy.types.UILayout method), 948

template_path_builder() (bpy.types.UILayout method), 946

template_preview() (bpy.types.UILayout method), 946

template_reports_banner() (bpy.types.UILayout method), 948

template_running_jobs() (bpy.types.UILayout method), 948

template_vectorscope() (bpy.types.UILayout method), 947

template_waveform() (bpy.types.UILayout method), 947

temporary_directory (bpy.types.UserPreferencesFilePaths attribute), 960

test_break() (bpy.types.RenderEngine method), 691

test_type (bpy.types.ArmatureSensor attribute), 172

texco_mesh (bpy.types.Mesh attribute), 533

TexMapping (class in bpy.types), 839

texspace_location (bpy.types.Curve attribute), 309

texspace_location (bpy.types.Mesh attribute), 533

texspace_location (bpy.types.MetaBall attribute), 557

texspace_size (bpy.types.Curve attribute), 309

texspace_size (bpy.types.Mesh attribute), 533

texspace_size (bpy.types.MetaBall attribute), 557

text (bpy.types.Panel attribute), 625

text (bpy.types.PythonConstraint attribute), 680

text (bpy.types.PythonController attribute), 681

text (bpy.types.SpaceTextEditor attribute), 808

text (bpy.types.ThemeAudioWindow attribute), 875

text (bpy.types.ThemeConsole attribute), 878

text (bpy.types.ThemeDopeSheet attribute), 880

text (bpy.types.ThemeFileBrowser attribute), 882

- text (bpy.types.ThemeGraphEditor attribute), 886
- text (bpy.types.ThemeImageEditor attribute), 887
- text (bpy.types.ThemeInfo attribute), 889
- text (bpy.types.ThemeLogicEditor attribute), 890
- text (bpy.types.ThemeNLAEditor attribute), 892
- text (bpy.types.ThemeNodeEditor attribute), 894
- text (bpy.types.ThemeOutliner attribute), 896
- text (bpy.types.ThemeProperties attribute), 897
- text (bpy.types.ThemeSequenceEditor attribute), 899
- text (bpy.types.ThemeTextEditor attribute), 902
- text (bpy.types.ThemeTimeline attribute), 903
- text (bpy.types.ThemeUserPreferences attribute), 906
- text (bpy.types.ThemeView3D attribute), 909
- text (bpy.types.ThemeWidgetColors attribute), 911
- Text (class in bpy.types), 841
- Text.current_character (in module bpy.types), 841
- Text.current_line (in module bpy.types), 841
- Text.is_dirty (in module bpy.types), 841
- Text.is_in_memory (in module bpy.types), 841
- Text.is_modified (in module bpy.types), 841
- Text.lines (in module bpy.types), 841
- Text.markers (in module bpy.types), 841
- Text.select_end_character (in module bpy.types), 841
- Text.select_end_line (in module bpy.types), 841
- Text.users_logic (in module bpy.types), 841
- text_add() (in module bpy.ops.object), 77
- text_copy() (in module bpy.ops.font), 29
- text_cut() (in module bpy.ops.font), 30
- text_hi (bpy.types.ThemeAudioWindow attribute), 875
- text_hi (bpy.types.ThemeConsole attribute), 878
- text_hi (bpy.types.ThemeDopeSheet attribute), 880
- text_hi (bpy.types.ThemeFileBrowser attribute), 882
- text_hi (bpy.types.ThemeGraphEditor attribute), 886
- text_hi (bpy.types.ThemeImageEditor attribute), 887
- text_hi (bpy.types.ThemeInfo attribute), 889
- text_hi (bpy.types.ThemeLogicEditor attribute), 890
- text_hi (bpy.types.ThemeNLAEditor attribute), 892
- text_hi (bpy.types.ThemeNodeEditor attribute), 894
- text_hi (bpy.types.ThemeOutliner attribute), 896
- text_hi (bpy.types.ThemeProperties attribute), 897
- text_hi (bpy.types.ThemeSequenceEditor attribute), 899
- text_hi (bpy.types.ThemeTextEditor attribute), 902
- text_hi (bpy.types.ThemeTimeline attribute), 903
- text_hi (bpy.types.ThemeUserPreferences attribute), 906
- text_hi (bpy.types.ThemeView3D attribute), 910
- text_insert() (in module bpy.ops.font), 30
- text_paste() (in module bpy.ops.font), 30
- text_sel (bpy.types.ThemeWidgetColors attribute), 911
- TextBox (class in bpy.types), 843
- textbox_add() (in module bpy.ops.font), 30
- textbox_remove() (in module bpy.ops.font), 30
- TextCharacterFormat (class in bpy.types), 844
- TextCurve (class in bpy.types), 845
- TextCurve.body_format (in module bpy.types), 845
- TextCurve.edit_format (in module bpy.types), 845
- TextCurve.text_boxes (in module bpy.types), 846
- TextLine (class in bpy.types), 848
- TextMarker (class in bpy.types), 848
- TextMarker.character_index_end (in module bpy.types), 848
- TextMarker.character_index_start (in module bpy.types), 848
- TextMarker.group (in module bpy.types), 849
- TextMarker.is_temporary (in module bpy.types), 849
- TextMarker.line (in module bpy.types), 849
- TextMarker.use_edit_all (in module bpy.types), 849
- texture (bge.types.KX_PolygonMaterial attribute), 1089
- texture (bge.types.KX_PolyProxy attribute), 1085
- texture (bpy.types.Brush attribute), 204
- texture (bpy.types.CompositorNodeTexture attribute), 282
- texture (bpy.types.DisplaceModifier attribute), 319
- texture (bpy.types.EffectorWeights attribute), 341
- texture (bpy.types.FieldSettings attribute), 371
- texture (bpy.types.ShaderNodeTexture attribute), 759
- texture (bpy.types.TextureNodeTexture attribute), 865
- texture (bpy.types.TextureSlot attribute), 872
- texture (bpy.types.WaveModifier attribute), 984
- Texture (class in bpy.types), 850
- Texture.animation_data (in module bpy.types), 850
- Texture.color_ramp (in module bpy.types), 850
- Texture.node_tree (in module bpy.types), 850
- Texture.users_material (in module bpy.types), 851
- Texture.users_object_modifier (in module bpy.types), 851
- texture_angle_source_no_random (bpy.types.Brush attribute), 204
- texture_angle_source_random (bpy.types.Brush attribute), 204
- texture_collection_rate (bpy.types.UserPreferencesSystem attribute), 964
- texture_coordinate_object (bpy.types.DisplaceModifier attribute), 319
- texture_coords (bpy.types.DisplaceModifier attribute), 319
- texture_coords (bpy.types.LampTextureSlot attribute), 464
- texture_coords (bpy.types.MaterialTextureSlot attribute), 524
- texture_coords (bpy.types.WaveModifier attribute), 984
- texture_coords (bpy.types.WorldTextureSlot attribute), 999
- texture_coords_object (bpy.types.WaveModifier attribute), 984
- texture_directory (bpy.types.UserPreferencesFilePaths attribute), 960
- texture_factor (bpy.types.MaterialSubsurfaceScattering attribute), 521
- texture_mesh (bpy.types.Mesh attribute), 533

- texture_mode (bpy.types.FieldSettings attribute), 371
- texture_nabla (bpy.types.FieldSettings attribute), 371
- texture_overlay_alpha (bpy.types.Brush attribute), 204
- texture_paint_radial_control() (in module bpy.ops.paint), 82
- texture_paint_toggle() (in module bpy.ops.paint), 82
- texture_plugin_directory (bpy.types.UserPreferencesFilePath attribute), 960
- texture_sample_bias (bpy.types.Brush attribute), 204
- texture_time_out (bpy.types.UserPreferencesSystem attribute), 965
- texture_type (bpy.types.SpaceNodeEditor attribute), 803
- TextureNode (class in bpy.types), 852
- TextureNode.type (in module bpy.types), 852
- TextureNodeBricks (class in bpy.types), 853
- TextureNodeChecker (class in bpy.types), 854
- TextureNodeCompose (class in bpy.types), 854
- TextureNodeCoordinates (class in bpy.types), 855
- TextureNodeCurveRGB (class in bpy.types), 856
- TextureNodeCurveRGB.mapping (in module bpy.types), 856
- TextureNodeCurveTime (class in bpy.types), 856
- TextureNodeCurveTime.curve (in module bpy.types), 856
- TextureNodeDecompose (class in bpy.types), 857
- TextureNodeDistance (class in bpy.types), 858
- TextureNodeHueSaturation (class in bpy.types), 859
- TextureNodeImage (class in bpy.types), 859
- TextureNodeInvert (class in bpy.types), 860
- TextureNodeMath (class in bpy.types), 861
- TextureNodeMixRGB (class in bpy.types), 862
- TextureNodeOutput (class in bpy.types), 862
- TextureNodeRGBToBW (class in bpy.types), 863
- TextureNodeRotate (class in bpy.types), 864
- TextureNodes (class in bpy.types), 870
- TextureNodeScale (class in bpy.types), 865
- TextureNodeTexture (class in bpy.types), 865
- TextureNodeTranslate (class in bpy.types), 866
- TextureNodeTree (class in bpy.types), 867
- TextureNodeTree.nodes (in module bpy.types), 867
- TextureNodeValToNor (class in bpy.types), 868
- TextureNodeValToRGB (class in bpy.types), 868
- TextureNodeValToRGB.color_ramp (in module bpy.types), 868
- TextureNodeViewer (class in bpy.types), 869
- TextureSlot (class in bpy.types), 871
- TextureSlot.name (in module bpy.types), 871
- tface (bge.types.KX_PolygonMaterial attribute), 1089
- Theme (class in bpy.types), 872
- Theme.bone_color_sets (in module bpy.types), 872
- Theme.console (in module bpy.types), 873
- Theme.dopesheet_editor (in module bpy.types), 873
- Theme.file_browser (in module bpy.types), 873
- Theme.graph_editor (in module bpy.types), 873
- Theme.image_editor (in module bpy.types), 873
- Theme.info (in module bpy.types), 873
- Theme.logic_editor (in module bpy.types), 873
- Theme.nla_editor (in module bpy.types), 873
- Theme.node_editor (in module bpy.types), 873
- Theme.outliner (in module bpy.types), 873
- Theme.properties (in module bpy.types), 873
- Theme.sequence_editor (in module bpy.types), 873
- Theme.text_editor (in module bpy.types), 873
- Theme.timeline (in module bpy.types), 873
- Theme.user_interface (in module bpy.types), 874
- Theme.user_preferences (in module bpy.types), 874
- Theme.view_3d (in module bpy.types), 874
- theme_area (bpy.types.Theme attribute), 873
- ThemeAudioWindow (class in bpy.types), 874
- ThemeBoneColorSet (class in bpy.types), 876
- ThemeConsole (class in bpy.types), 877
- ThemeDopeSheet (class in bpy.types), 878
- ThemeFileBrowser (class in bpy.types), 881
- ThemeFontStyle (class in bpy.types), 882
- ThemeGraphEditor (class in bpy.types), 884
- ThemeImageEditor (class in bpy.types), 887
- ThemeInfo (class in bpy.types), 888
- ThemeLogicEditor (class in bpy.types), 890
- ThemeNLAEditor (class in bpy.types), 891
- ThemeNodeEditor (class in bpy.types), 893
- ThemeOutliner (class in bpy.types), 895
- ThemeProperties (class in bpy.types), 896
- ThemeSequenceEditor (class in bpy.types), 898
- ThemeStyle (class in bpy.types), 900
- ThemeStyle.group_label (in module bpy.types), 900
- ThemeStyle.panel_title (in module bpy.types), 900
- ThemeStyle.widget (in module bpy.types), 900
- ThemeStyle.widget_label (in module bpy.types), 900
- ThemeTextEditor (class in bpy.types), 901
- ThemeTimeline (class in bpy.types), 903
- ThemeUserInterface (class in bpy.types), 904
- ThemeUserInterface.wcol_box (in module bpy.types), 904
- ThemeUserInterface.wcol_list_item (in module bpy.types), 904
- ThemeUserInterface.wcol_menu (in module bpy.types), 904
- ThemeUserInterface.wcol_menu_back (in module bpy.types), 904
- ThemeUserInterface.wcol_menu_item (in module bpy.types), 904
- ThemeUserInterface.wcol_num (in module bpy.types), 904
- ThemeUserInterface.wcol_numslider (in module bpy.types), 904
- ThemeUserInterface.wcol_option (in module bpy.types), 905
- ThemeUserInterface.wcol_progress (in module bpy.types), 905

- ThemeUserInterface.wcol_pulldown (in module bpy.types), 905
- ThemeUserInterface.wcol_radio (in module bpy.types), 905
- ThemeUserInterface.wcol_regular (in module bpy.types), 905
- ThemeUserInterface.wcol_scroll (in module bpy.types), 905
- ThemeUserInterface.wcol_state (in module bpy.types), 905
- ThemeUserInterface.wcol_text (in module bpy.types), 905
- ThemeUserInterface.wcol_toggle (in module bpy.types), 905
- ThemeUserInterface.wcol_tool (in module bpy.types), 905
- ThemeUserPreferences (class in bpy.types), 906
- ThemeView3D (class in bpy.types), 907
- ThemeWidgetColors (class in bpy.types), 911
- ThemeWidgetStateColors (class in bpy.types), 912
- thickness (bpy.types.SolidifyModifier attribute), 785
- thickness_inner (bpy.types.CollisionSettings attribute), 228
- thickness_outer (bpy.types.CollisionSettings attribute), 229
- threads (bpy.types.RenderSettings attribute), 703
- threads_mode (bpy.types.RenderSettings attribute), 703
- THREEKEY (in module bge.events), 1146
- threshold (bge.types.SCA_JoystickSensor attribute), 1107
- threshold (bpy.types.CompositorNodeChromaMatte attribute), 240
- threshold (bpy.types.CompositorNodeDefocus attribute), 252
- threshold (bpy.types.CompositorNodeGlare attribute), 259
- threshold (bpy.types.GlowSequence attribute), 400
- threshold (bpy.types.MetaBall attribute), 557
- threshold (bpy.types.WorldLighting attribute), 996
- tile (bge.types.KX_PolygonMaterial attribute), 1089
- tile_set() (in module bpy.ops.uv), 125
- tiles (bpy.types.ThemeFileBrowser attribute), 882
- tiles_x (bpy.types.Image attribute), 416
- tiles_y (bpy.types.Image attribute), 416
- tilexrep (bge.types.KX_PolygonMaterial attribute), 1089
- tileyrep (bge.types.KX_PolygonMaterial attribute), 1089
- tilt (bpy.types.BezierSplinePoint attribute), 178
- tilt (bpy.types.ShapeKeyCurvePoint attribute), 769
- tilt (bpy.types.SplinePoint attribute), 823
- tilt() (in module bpy.ops.transform), 117
- tilt_clear() (in module bpy.ops.curve), 21
- tilt_interpolation (bpy.types.Spline attribute), 819
- time (bge.types.KX_ConstraintActuator attribute), 1065
- time (bge.types.KX_SCA_AddObjectActuator attribute), 1093
- time (bge.types.KX_TrackToActuator attribute), 1099
- time (bpy.types.ConstraintActuator attribute), 296
- time (bpy.types.EditObjectActuator attribute), 336
- time (bpy.types.OperatorMousePath attribute), 618
- time (bpy.types.OperatorStrokeElement attribute), 619
- time (bpy.types.ParticleHairKey attribute), 634
- time (bpy.types.ParticleKey attribute), 636
- time (bpy.types.ParticleTarget attribute), 655
- time_offset (bpy.types.Object attribute), 602
- time_offset (bpy.types.WaveModifier attribute), 984
- time_scale (bpy.types.SmokeDomainSettings attribute), 776
- time_toggle() (in module bpy.ops.anim), 9
- time_tweak (bpy.types.ParticleSettings attribute), 645
- timecode_style (bpy.types.UserPreferencesView attribute), 968
- TimelineMarker (class in bpy.types), 913
- TimelineMarkers (class in bpy.types), 914
- timeOffset (bge.types.KX_GameObject attribute), 1068
- tip_size (bpy.types.MaterialStrand attribute), 519
- title (bpy.types.ThemeAudioWindow attribute), 875
- title (bpy.types.ThemeConsole attribute), 878
- title (bpy.types.ThemeDopeSheet attribute), 880
- title (bpy.types.ThemeFileBrowser attribute), 882
- title (bpy.types.ThemeGraphEditor attribute), 886
- title (bpy.types.ThemeImageEditor attribute), 887
- title (bpy.types.ThemeInfo attribute), 889
- title (bpy.types.ThemeLogicEditor attribute), 890
- title (bpy.types.ThemeNLAEditor attribute), 892
- title (bpy.types.ThemeNodeEditor attribute), 894
- title (bpy.types.ThemeOutliner attribute), 896
- title (bpy.types.ThemeProperties attribute), 897
- title (bpy.types.ThemeSequenceEditor attribute), 899
- title (bpy.types.ThemeTextEditor attribute), 902
- title (bpy.types.ThemeTimeline attribute), 903
- title (bpy.types.ThemeUserPreferences attribute), 906
- title (bpy.types.ThemeView3D attribute), 910
- TKEY (in module bge.events), 1145
- to_3d_object() (in module bpy.ops.text), 110
- to_3x3() (mathutils.Matrix method), 1018
- to_4x4() (mathutils.Matrix method), 1018
- to_euler() (mathutils.Matrix method), 1018
- to_euler() (mathutils.Quaternion method), 1021
- to_matrix() (mathutils.Euler method), 1015
- to_matrix() (mathutils.Quaternion method), 1021
- to_max_x (bpy.types.TransformConstraint attribute), 922
- to_max_y (bpy.types.TransformConstraint attribute), 922
- to_max_z (bpy.types.TransformConstraint attribute), 922
- to_min_x (bpy.types.TransformConstraint attribute), 922
- to_min_y (bpy.types.TransformConstraint attribute), 922
- to_min_z (bpy.types.TransformConstraint attribute), 923
- to_property (bpy.types.MessageActuator attribute), 555

- to_quat() (mathutils.Euler method), 1015
 to_quat() (mathutils.Matrix method), 1018
 to_track_quat() (mathutils.Vector method), 1025
 to_tuple() (mathutils.Vector method), 1025
 toggleProperty (bge.types.SCA_KeyboardSensor attribute), 1108
 tolerance (bpy.types.CompositorNodeChromaMatte attribute), 240
 tolerance (bpy.types.CompositorNodeDiffMatte attribute), 253
 tolerance (bpy.types.CompositorNodeDistanceMatte attribute), 256
 tonemap_type (bpy.types.CompositorNodeTonemap attribute), 284
 tool (bpy.types.ParticleEdit attribute), 631
 toolbox() (in module bpy.ops.buttons), 14
 toolbox() (in module bpy.ops.image), 38
 ToolSettings (class in bpy.types), 915
 ToolSettings.image_paint (in module bpy.types), 916
 ToolSettings.particle_edit (in module bpy.types), 916
 ToolSettings.sculpt (in module bpy.types), 917
 ToolSettings.vertex_paint (in module bpy.types), 918
 ToolSettings.weight_paint (in module bpy.types), 918
 toolshelf() (in module bpy.ops.view3d), 130
 torque (bge.types.KX_ObjectActuator attribute), 1082
 torque (bpy.types.ObjectActuator attribute), 609
 tosphere() (in module bpy.ops.transform), 117
 TouchSensor (class in bpy.types), 919
 tracer_particles (bpy.types.DomainFluidSettings attribute), 323
 track_axis (bpy.types.DampedTrackConstraint attribute), 316
 track_axis (bpy.types.LockedTrackConstraint attribute), 477
 track_axis (bpy.types.Object attribute), 602
 track_axis (bpy.types.TrackToConstraint attribute), 920
 track_clear() (in module bpy.ops.object), 77
 track_object (bpy.types.EditObjectActuator attribute), 337
 track_set() (in module bpy.ops.object), 77
 trackball() (in module bpy.ops.transform), 118
 tracks_add() (in module bpy.ops.nla), 60
 TrackToConstraint (class in bpy.types), 920
 trail_count (bpy.types.ParticleSettings attribute), 645
 transform (bpy.types.ThemeView3D attribute), 910
 transform() (bpy.types.EditBone method), 335
 transform() (bpy.types.Mesh method), 535
 transform() (in module bpy.ops.transform), 118
 transform_channel (bpy.types.ActionConstraint attribute), 144
 transform_orientation (bpy.types.SpaceView3D attribute), 815
 transform_type (bpy.types.DriverTarget attribute), 328
 TransformConstraint (class in bpy.types), 921
 TransformOrientation (class in bpy.types), 923
 TransformSequence (class in bpy.types), 924
 transition_add() (in module bpy.ops.nla), 60
 transition_strip (bpy.types.ThemeSequenceEditor attribute), 899
 transition_type (bpy.types.WipeSequence attribute), 989
 translate() (bpy.types.Bone method), 197
 translate() (bpy.types.EditBone method), 335
 translate() (bpy.types.PoseBone method), 674
 translate() (in module bpy.ops.transform), 119
 translate_start_x (bpy.types.TransformSequence attribute), 925
 translate_start_y (bpy.types.TransformSequence attribute), 925
 Translation() (mathutils.Matrix class method), 1016
 translation_part() (mathutils.Matrix method), 1019
 translation_unit (bpy.types.TransformSequence attribute), 925
 translucency (bpy.types.Material attribute), 509
 translucency_factor (bpy.types.MaterialTextureSlot attribute), 524
 transmission_color (bpy.types.MaterialVolume attribute), 529
 transmission_color_factor (bpy.types.MaterialTextureSlot attribute), 524
 transparency_method (bpy.types.Material attribute), 509
 transparent (bge.types.KX_PolygonMaterial attribute), 1089
 transpose() (mathutils.Matrix method), 1019
 tree_type (bpy.types.SpaceNodeEditor attribute), 803
 triangle (bge.types.KX_PolygonMaterial attribute), 1090
 TriangleArea() (in module mathutils.geometry), 1044
 TriangleNormal() (in module mathutils.geometry), 1044
 triggered (bge.types.SCA_ISensor attribute), 1057
 tris_convert_to_quads() (in module bpy.ops.mesh), 57
 turbulence (bpy.types.EffectorWeights attribute), 341
 turbulence (bpy.types.MagicTexture attribute), 480
 turbulence (bpy.types.MarbleTexture attribute), 503
 turbulence (bpy.types.StuccoTexture attribute), 833
 turbulence (bpy.types.WoodTexture attribute), 991
 turbulence_depth (bpy.types.PointDensity attribute), 663
 turbulence_influence (bpy.types.PointDensity attribute), 663
 turbulence_scale (bpy.types.PointDensity attribute), 663
 turbulence_strength (bpy.types.PointDensity attribute), 663
 tweakmode_enter() (in module bpy.ops.nla), 60
 tweakmode_exit() (in module bpy.ops.nla), 60
 twist_mode (bpy.types.Curve attribute), 309
 twist_smooth (bpy.types.Curve attribute), 309
 TWOKEY (in module bge.events), 1146
 type (bge.types.BL_ArmatureActuator attribute), 1117
 type (bge.types.BL_ArmatureConstraint attribute), 1119

type (bge.types.KX_ArmatureSensor attribute), 1118
 type (bge.types.KX_LightObject attribute), 1077
 type (bpy.types.Actuator attribute), 150
 type (bpy.types.AnimVizMotionPaths attribute), 158
 type (bpy.types.AnimVizOnionSkinning attribute), 160
 type (bpy.types.Area attribute), 162
 type (bpy.types.Camera attribute), 211
 type (bpy.types.Controller attribute), 301
 type (bpy.types.Driver attribute), 327
 type (bpy.types.DriverVariable attribute), 329
 type (bpy.types.FieldSettings attribute), 371
 type (bpy.types.FluidSettings attribute), 380
 type (bpy.types.GameProperty attribute), 396
 type (bpy.types.Keyframe attribute), 450
 type (bpy.types.KeyMapItem attribute), 441
 type (bpy.types.Lamp attribute), 461
 type (bpy.types.Material attribute), 509
 type (bpy.types.MetaElement attribute), 560
 type (bpy.types.ParticleEdit attribute), 631
 type (bpy.types.ParticleSettings attribute), 645
 type (bpy.types.Sensor attribute), 735
 type (bpy.types.Spline attribute), 819
 type (bpy.types.Texture attribute), 850
 type_recast() (bpy.types.bpy_struct method), 1007

U

u (bge.types.KX_VertexProxy attribute), 1102
 u2 (bge.types.KX_VertexProxy attribute), 1102
 UILayout (class in bpy.types), 926
 UKEY (in module bge.events), 1145
 uncomment() (in module bpy.ops.text), 111
 underline_height (bpy.types.TextCurve attribute), 846
 underline_position (bpy.types.TextCurve attribute), 846
 undo() (in module bpy.ops.ed), 21
 undo_memory_limit (bpy.types.UserPreferencesEdit attribute), 956
 undo_steps (bpy.types.UserPreferencesEdit attribute), 956
 unindent() (in module bpy.ops.text), 111
 unique() (mathutils.Euler method), 1015
 UnitSettings (class in bpy.types), 952
 UnknownType (class in bpy.types), 953
 unlink() (bpy.types.Actuator method), 150
 unlink() (bpy.types.Controller method), 301
 unlink() (bpy.types.GroupObjects method), 404
 unlink() (bpy.types.SceneObjects method), 722
 unlink() (bpy.types.Sensor method), 735
 unlink() (in module bpy.ops.font), 30
 unlink() (in module bpy.ops.text), 111
 unlink_selection() (in module bpy.ops.uv), 125
 unlock() (in module bpy.ops.sequencer), 102
 unmute() (in module bpy.ops.sequencer), 102
 unpack() (in module bpy.ops.image), 38
 unpack() (in module bpy.ops.sound), 104
 unpack_all() (in module bpy.ops.file), 27
 unprojected_radius (bpy.types.Brush attribute), 204
 unspill_blue (bpy.types.CompositorNodeColorSpill attribute), 244
 unspill_green (bpy.types.CompositorNodeColorSpill attribute), 244
 unspill_red (bpy.types.CompositorNodeColorSpill attribute), 244
 unwrap() (in module bpy.ops.uv), 125
 up_axis (bpy.types.FollowPathConstraint attribute), 382
 up_axis (bpy.types.Object attribute), 603
 up_axis (bpy.types.TrackToConstraint attribute), 920
 UPARROWKEY (in module bge.events), 1146
 update() (bge.types.BL_ArmatureObject method), 1116
 update() (bpy.types.Image method), 417
 update() (bpy.types.Mesh method), 535
 update() (bpy.types.Object method), 604
 update() (bpy.types.Scene method), 715
 update_data_paths() (in module bpy.ops.anim), 9
 update_method (bpy.types.MetaBall attribute), 557
 update_result() (bpy.types.RenderEngine method), 691
 update_stats() (bpy.types.RenderEngine method), 692
 updateTexture() (bge.types.KX_PolygonMaterial method), 1090
 url_open() (in module bpy.ops.wm), 141
 use (bpy.types.CollisionSettings attribute), 229
 use (bpy.types.ControlFluidSettings attribute), 300
 use (bpy.types.FluidFluidSettings attribute), 379
 use (bpy.types.InflowFluidSettings attribute), 427
 use (bpy.types.MaterialRaytraceMirror attribute), 516
 use (bpy.types.MaterialSubsurfaceScattering attribute), 521
 use (bpy.types.MaterialTextureSlot attribute), 524
 use (bpy.types.ObstacleFluidSettings attribute), 614
 use (bpy.types.OutflowFluidSettings attribute), 621
 use (bpy.types.SceneRenderLayer attribute), 724
 use (bpy.types.UserSolidLight attribute), 970
 use3D (bge.types.KX_TrackToActuator attribute), 1099
 use_2d_force (bpy.types.FieldSettings attribute), 371
 use_3d_tracking (bpy.types.EditObjectActuator attribute), 337
 use_absolute (bpy.types.SmokeFlowSettings attribute), 777
 use_absolute_path_time (bpy.types.ParticleSettings attribute), 645
 use_absorption (bpy.types.FieldSettings attribute), 371
 use_accumulate (bpy.types.Brush attribute), 204
 use_activity_culling (bpy.types.GameObjectSettings attribute), 394
 use_activity_culling (bpy.types.SceneGameData attribute), 720
 use_actor (bpy.types.GameObjectSettings attribute), 394
 use_adaptive_space (bpy.types.Brush attribute), 204

- use_add_linear_velocity (bpy.types.ObjectActuator attribute), 609
 use_additive (bpy.types.FCurveActuator attribute), 354
 use_additive (bpy.types.FModifierFunctionGenerator attribute), 363
 use_additive (bpy.types.FModifierGenerator attribute), 364
 use_airbrush (bpy.types.Brush attribute), 204
 use_all_events (bpy.types.JoystickSensor attribute), 433
 use_all_faces (bpy.types.VertexPaint attribute), 977
 use_all_keys (bpy.types.KeyboardSensor attribute), 448
 use_all_states (bpy.types.GameObjectSettings attribute), 394
 use_all_z (bpy.types.SceneRenderLayer attribute), 724
 use_alpha (bpy.types.Brush attribute), 204
 use_alpha (bpy.types.CompositorNodeMixRGB attribute), 270
 use_alpha (bpy.types.CompositorNodeZcombine attribute), 289
 use_alpha (bpy.types.ImageTexture attribute), 423
 use_alpha (bpy.types.ShaderNodeMixRGB attribute), 754
 use_alpha (bpy.types.TextureNodeMixRGB attribute), 862
 use_alpha_sort (bpy.types.MeshTextureFace attribute), 550
 use_always_true (bpy.types.RandomActuator attribute), 685
 use_ambient_occlusion (bpy.types.WorldLighting attribute), 996
 use_anchor (bpy.types.Brush attribute), 204
 use_angular_limit_x (bpy.types.RigidBodyJointConstraint attribute), 709
 use_angular_limit_y (bpy.types.RigidBodyJointConstraint attribute), 709
 use_angular_limit_z (bpy.types.RigidBodyJointConstraint attribute), 709
 use_animate_branching (bpy.types.ParticleSettings attribute), 646
 use_animated_influence (bpy.types.NlaStrip attribute), 586
 use_animated_mesh (bpy.types.FluidFluidSettings attribute), 379
 use_animated_mesh (bpy.types.InflowFluidSettings attribute), 427
 use_animated_mesh (bpy.types.ObstacleFluidSettings attribute), 614
 use_animated_mesh (bpy.types.OutflowFluidSettings attribute), 621
 use_animated_time (bpy.types.NlaStrip attribute), 586
 use_animated_time_cyclic (bpy.types.NlaStrip attribute), 586
 use_animation (bpy.types.Image attribute), 416
 use_animation_record (bpy.types.SceneGameData attribute), 720
 use_anisotropic_friction (bpy.types.GameObjectSettings attribute), 394
 use_antialiasing (bpy.types.RenderSettings attribute), 704
 use_antialiasing (bpy.types.UserPreferencesSystem attribute), 965
 use_as_speed (bpy.types.SpeedControlSequence attribute), 817
 use_atmosphere (bpy.types.LampSkySettings attribute), 463
 use_audio (bpy.types.Scene attribute), 714
 use_audio_scrub (bpy.types.Scene attribute), 714
 use_audio_sync (bpy.types.Scene attribute), 714
 use_auto_blend (bpy.types.NlaStrip attribute), 586
 use_auto_clip_end (bpy.types.SpotLamp attribute), 827
 use_auto_clip_start (bpy.types.SpotLamp attribute), 827
 use_auto_handle_clamp (bpy.types.FCurve attribute), 353
 use_auto_ik (bpy.types.Armature attribute), 166
 use_auto_keying (bpy.types.UserPreferencesEdit attribute), 956
 use_auto_merge_keyframes (bpy.types.SpaceDopeSheetEditor attribute), 794
 use_auto_merge_keyframes (bpy.types.SpaceGraphEditor attribute), 796
 use_auto_normalize (bpy.types.ToolSettings attribute), 917
 use_auto_perspective (bpy.types.UserPreferencesView attribute), 968
 use_auto_refresh (bpy.types.CompositorNodeImage attribute), 263
 use_auto_refresh (bpy.types.ImageUser attribute), 426
 use_auto_save_temporary_files (bpy.types.UserPreferencesFilePaths attribute), 960
 use_auto_smooth (bpy.types.Mesh attribute), 534
 use_auto_start (bpy.types.SceneGameData attribute), 720
 use_auto_step (bpy.types.Itasc attribute), 431
 use_auto_step (bpy.types.SoftBodySettings attribute), 783
 use_auto_texspace (bpy.types.Curve attribute), 309
 use_auto_texspace (bpy.types.Mesh attribute), 534
 use_auto_texspace (bpy.types.MetaBall attribute), 557
 use_auto_velocity (bpy.types.ParticleEdit attribute), 631
 use_avoid (bpy.types.BoidRuleAvoidCollision attribute), 187
 use_avoid_collision (bpy.types.BoidRuleAvoidCollision attribute), 187
 use_backbuf (bpy.types.RenderSettings attribute), 704
 use_backface_culling (bpy.types.ImagePaint attribute), 418

- use_bake_antialiasing (bpy.types.RenderSettings attribute), 704
 use_bake_clear (bpy.types.RenderSettings attribute), 704
 use_bake_normalize (bpy.types.RenderSettings attribute), 704
 use_bake_selected_to_active (bpy.types.RenderSettings attribute), 704
 use_bending_constraints (bpy.types.GameSoftBodySettings attribute), 397
 use_bezier_u (bpy.types.Spline attribute), 819
 use_bezier_v (bpy.types.Spline attribute), 819
 use_billboard (bpy.types.MeshTextureFace attribute), 550
 use_bitmap_text (bpy.types.MeshTextureFace attribute), 550
 use_blend_shared (bpy.types.MeshTextureFace attribute), 550
 use_blender_units (bpy.types.MaterialStrand attribute), 520
 use_bokeh (bpy.types.CompositorNodeBlur attribute), 237
 use_bold (bpy.types.TextCharacterFormat attribute), 844
 use_bone_envelopes (bpy.types.ArmatureModifier attribute), 171
 use_bone_sketching (bpy.types.ToolSettings attribute), 917
 use_border (bpy.types.RenderSettings attribute), 704
 use_box_clip (bpy.types.RegionView3D attribute), 690
 use_branching (bpy.types.ParticleSettings attribute), 646
 use_cache (bpy.types.WorldLighting attribute), 996
 use_calculate_alpha (bpy.types.ImageTexture attribute), 424
 use_cast_approximate (bpy.types.Material attribute), 509
 use_cast_buffer_shadows (bpy.types.Material attribute), 509
 use_cast_shadows_only (bpy.types.Material attribute), 509
 use_chain_offset (bpy.types.SplineIKConstraint attribute), 822
 use_checker_even (bpy.types.ImageTexture attribute), 424
 use_checker_odd (bpy.types.ImageTexture attribute), 424
 use_children (bpy.types.ParticleInstanceModifier attribute), 635
 use_cineon_log (bpy.types.RenderSettings attribute), 704
 use_clamp_x (bpy.types.Image attribute), 416
 use_clamp_y (bpy.types.Image attribute), 416
 use_climb (bpy.types.BoidSettings attribute), 192
 use_clip (bpy.types.CurveMapping attribute), 313
 use_clip (bpy.types.MirrorModifier attribute), 564
 use_clone_layer (bpy.types.ImagePaint attribute), 418
 use_cluster_rigid_to_softbody (bpy.types.GameSoftBodySettings attribute), 397
 use_cluster_soft_to_softbody (bpy.types.GameSoftBodySettings attribute), 397
 use_collision (bpy.types.ClothCollisionSettings attribute), 219
 use_collision (bpy.types.MeshTextureFace attribute), 550
 use_collision_bounds (bpy.types.GameObjectSettings attribute), 394
 use_collision_compound (bpy.types.GameObjectSettings attribute), 394
 use_color_balance (bpy.types.EffectSequence attribute), 338
 use_color_balance (bpy.types.ImageSequence attribute), 420
 use_color_balance (bpy.types.MetaSequence attribute), 561
 use_color_balance (bpy.types.MovieSequence attribute), 570
 use_color_balance (bpy.types.MulticamSequence attribute), 573
 use_color_balance (bpy.types.SceneSequence attribute), 727
 use_color_management (bpy.types.RenderSettings attribute), 704
 use_color_ramp (bpy.types.Texture attribute), 850
 use_compositing (bpy.types.RenderSettings attribute), 704
 use_compound (bpy.types.ParentActuator attribute), 626
 use_connect (bpy.types.EditBone attribute), 334
 use_constant_offset (bpy.types.ArrayModifier attribute), 174
 use_continue_last_frame (bpy.types.ActionActuator attribute), 143
 use_continue_last_frame (bpy.types.ShapeActionActuator attribute), 765
 use_crop (bpy.types.EffectSequence attribute), 338
 use_crop (bpy.types.ImageSequence attribute), 420
 use_crop (bpy.types.MetaSequence attribute), 561
 use_crop (bpy.types.MovieSequence attribute), 570
 use_crop (bpy.types.MulticamSequence attribute), 573
 use_crop (bpy.types.SceneSequence attribute), 727
 use_crop_size (bpy.types.CompositorNodeCrop attribute), 248
 use_crop_to_border (bpy.types.RenderSettings attribute), 704
 use_cubic (bpy.types.Material attribute), 509
 use_cull_back_faces (bpy.types.ShrinkwrapModifier attribute), 771
 use_cull_front_faces (bpy.types.ShrinkwrapModifier attribute), 772
 use_curve_follow (bpy.types.FollowPathConstraint attribute), 382

- use_curve_radius (bpy.types.FollowPathConstraint attribute), 382
- use_curve_radius (bpy.types.SplineIKConstraint attribute), 822
- use_curved (bpy.types.CompositorNodeVecBlur attribute), 288
- use_custom_icon (bpy.types.Brush attribute), 204
- use_cyclic (bpy.types.ClampToConstraint attribute), 218
- use_cyclic (bpy.types.CompositorNodeImage attribute), 263
- use_cyclic (bpy.types.ImageUser attribute), 426
- use_cyclic (bpy.types.WaveModifier attribute), 984
- use_cyclic_offset (bpy.types.Bone attribute), 196
- use_cyclic_offset (bpy.types.EditBone attribute), 334
- use_cyclic_u (bpy.types.Spline attribute), 819
- use_cyclic_v (bpy.types.Spline attribute), 820
- use_dead (bpy.types.ParticleSettings attribute), 646
- use_debug (bpy.types.PythonController attribute), 681
- use_default_fade (bpy.types.Sequence attribute), 738
- use_default_interpolate (bpy.types.ParticleEdit attribute), 631
- use_deform (bpy.types.Bone attribute), 196
- use_deform (bpy.types.EditBone attribute), 334
- use_deform_bounds (bpy.types.Curve attribute), 309
- use_deform_delay (bpy.types.Armature attribute), 166
- use_deform_envelopes (bpy.types.Armature attribute), 166
- use_deform_preserve_volume (bpy.types.Armature attribute), 167
- use_deform_preserve_volume (bpy.types.ArmatureModifier attribute), 171
- use_deform_vertex_groups (bpy.types.Armature attribute), 167
- use_deinterlace (bpy.types.EffectSequence attribute), 338
- use_deinterlace (bpy.types.ImageSequence attribute), 420
- use_deinterlace (bpy.types.MetaSequence attribute), 562
- use_deinterlace (bpy.types.MovieSequence attribute), 570
- use_deinterlace (bpy.types.MulticamSequence attribute), 573
- use_deinterlace (bpy.types.SceneSequence attribute), 727
- use_deprecation_warnings (bpy.types.SceneGameData attribute), 720
- use_diagnose (bpy.types.SoftBodySettings attribute), 784
- use_die_on_collision (bpy.types.ParticleSettings attribute), 646
- use_diffuse (bpy.types.Lamp attribute), 461
- use_diffuse (bpy.types.ShaderNodeExtendedMaterial attribute), 747
- use_diffuse (bpy.types.ShaderNodeMaterial attribute), 752
- use_diffuse_ramp (bpy.types.Material attribute), 509
- use_directional_menus (bpy.types.UserPreferencesView attribute), 968
- use_disk_cache (bpy.types.PointCache attribute), 660
- use_display_lists (bpy.types.SceneGameData attribute), 720
- use_dissolve_smoke (bpy.types.SmokeDomainSettings attribute), 776
- use_dissolve_smoke_log (bpy.types.SmokeDomainSettings attribute), 776
- use_dither (bpy.types.AreaLamp attribute), 164
- use_drag_immediately (bpy.types.UserPreferencesEdit attribute), 956
- use_drops (bpy.types.ParticleFluidSettings attribute), 633
- use_dupli_faces_scale (bpy.types.Object attribute), 603
- use_dupli_frames_speed (bpy.types.Object attribute), 603
- use_dupli_vertices_rotation (bpy.types.Object attribute), 603
- use_duplicate_action (bpy.types.UserPreferencesEdit attribute), 956
- use_duplicate_armature (bpy.types.UserPreferencesEdit attribute), 956
- use_duplicate_curve (bpy.types.UserPreferencesEdit attribute), 956
- use_duplicate_fcurve (bpy.types.UserPreferencesEdit attribute), 957
- use_duplicate_lamp (bpy.types.UserPreferencesEdit attribute), 957
- use_duplicate_material (bpy.types.UserPreferencesEdit attribute), 957
- use_duplicate_mesh (bpy.types.UserPreferencesEdit attribute), 957
- use_duplicate_metaball (bpy.types.UserPreferencesEdit attribute), 957
- use_duplicate_particle (bpy.types.UserPreferencesEdit attribute), 957
- use_duplicate_surface (bpy.types.UserPreferencesEdit attribute), 957
- use_duplicate_text (bpy.types.UserPreferencesEdit attribute), 957
- use_duplicate_texture (bpy.types.UserPreferencesEdit attribute), 957
- use_dynamic_bind (bpy.types.MeshDeformModifier attribute), 538
- use_dynamic_rotation (bpy.types.ParticleSettings attribute), 646
- use_edge_angle (bpy.types.EdgeSplitModifier attribute), 331
- use_edge_collision (bpy.types.SoftBodySettings attribute), 784
- use_edge_enhance (bpy.types.RenderSettings attribute), 704
- use_edge_enhance (bpy.types.SceneRenderLayer attribute), 724
- use_edge_sharp (bpy.types.EdgeSplitModifier attribute), 331

- use_edge_sharp (bpy.types.MeshEdge attribute), 540
- use_edge_split (bpy.types.ExplodeModifier attribute), 350
- use_edge_to_edge (bpy.types.Brush attribute), 204
- use_edges (bpy.types.SoftBodySettings attribute), 784
- use_emit_random (bpy.types.ParticleSettings attribute), 646
- use_emitter_deflect (bpy.types.ParticleEdit attribute), 631
- use_emulate_numpad (bpy.types.UserPreferencesInput attribute), 962
- use_endpoint_u (bpy.types.Spline attribute), 820
- use_endpoint_v (bpy.types.Spline attribute), 820
- use_enter_edit_mode (bpy.types.UserPreferencesEdit attribute), 957
- use_entire_array (bpy.types.KeyingSetPath attribute), 454
- use_envelope_multiply (bpy.types.Bone attribute), 196
- use_envelope_multiply (bpy.types.EditBone attribute), 334
- use_environment_light (bpy.types.WorldLighting attribute), 996
- use_envmaps (bpy.types.RenderSettings attribute), 704
- use_estimate_matrix (bpy.types.SoftBodySettings attribute), 784
- use_etch_autoname (bpy.types.ToolSettings attribute), 917
- use_etch_overdraw (bpy.types.ToolSettings attribute), 917
- use_etch_quick (bpy.types.ToolSettings attribute), 917
- use_even_distribution (bpy.types.ParticleSettings attribute), 646
- use_even_divisions (bpy.types.SplineIKConstraint attribute), 822
- use_even_offset (bpy.types.SolidifyModifier attribute), 786
- use_exr_half (bpy.types.CompositorNodeOutputFile attribute), 272
- use_external (bpy.types.PointCache attribute), 660
- use_external_shadows (bpy.types.MaterialVolume attribute), 529
- use_extreme_alpha (bpy.types.MaterialHalo attribute), 513
- use_face_collision (bpy.types.SoftBodySettings attribute), 784
- use_face_texture (bpy.types.Material attribute), 509
- use_face_texture_alpha (bpy.types.Material attribute), 509
- use_fade_time (bpy.types.ParticleEdit attribute), 631
- use_fake_user (bpy.types.ID attribute), 409
- use_falloff (bpy.types.WorldLighting attribute), 996
- use_fast_edit (bpy.types.TextCurve attribute), 846
- use_fh_normal (bpy.types.ConstraintActuator attribute), 296
- use_fh_parallel_axis (bpy.types.ConstraintActuator attribute), 296
- use_fields (bpy.types.Image attribute), 416
- use_fields (bpy.types.RenderSettings attribute), 705
- use_fields_still (bpy.types.RenderSettings attribute), 705
- use_file_compression (bpy.types.UserPreferencesFilePaths attribute), 960
- use_file_extension (bpy.types.RenderSettings attribute), 705
- use_fill_back (bpy.types.Curve attribute), 309
- use_fill_deform (bpy.types.Curve attribute), 309
- use_fill_front (bpy.types.Curve attribute), 310
- use_filter (bpy.types.FileSelectParams attribute), 374
- use_filter_blender (bpy.types.FileSelectParams attribute), 374
- use_filter_case_sensitive (bpy.types.SpaceOutliner attribute), 804
- use_filter_complete (bpy.types.SpaceOutliner attribute), 804
- use_filter_files (bpy.types.UserPreferencesFilePaths attribute), 960
- use_filter_folder (bpy.types.FileSelectParams attribute), 374
- use_filter_font (bpy.types.FileSelectParams attribute), 374
- use_filter_image (bpy.types.FileSelectParams attribute), 374
- use_filter_movie (bpy.types.FileSelectParams attribute), 374
- use_filter_script (bpy.types.FileSelectParams attribute), 374
- use_filter_size_min (bpy.types.EnvironmentMapTexture attribute), 346
- use_filter_size_min (bpy.types.ImageTexture attribute), 424
- use_filter_sound (bpy.types.FileSelectParams attribute), 374
- use_filter_text (bpy.types.FileSelectParams attribute), 374
- use_find_all (bpy.types.SpaceTextEditor attribute), 808
- use_find_wrap (bpy.types.SpaceTextEditor attribute), 808
- use_fit (bpy.types.CompositorNodeLensdist attribute), 264
- use_fixed_location (bpy.types.FollowPathConstraint attribute), 382
- use_flare_mode (bpy.types.MaterialHalo attribute), 513
- use_flight (bpy.types.BoidSettings attribute), 192
- use_flip_axis (bpy.types.BlendTexture attribute), 182
- use_flip_axis (bpy.types.ImageTexture attribute), 424
- use_flip_x (bpy.types.EffectSequence attribute), 338
- use_flip_x (bpy.types.ImageSequence attribute), 420
- use_flip_x (bpy.types.MetaSequence attribute), 562
- use_flip_x (bpy.types.MovieSequence attribute), 570
- use_flip_x (bpy.types.MulticamSequence attribute), 573
- use_flip_x (bpy.types.SceneSequence attribute), 727
- use_flip_y (bpy.types.EffectSequence attribute), 338
- use_flip_y (bpy.types.ImageSequence attribute), 421

- use_flip_y (bpy.types.MetaSequence attribute), 562
- use_flip_y (bpy.types.MovieSequence attribute), 570
- use_flip_y (bpy.types.MulticamSequence attribute), 573
- use_flip_y (bpy.types.SceneSequence attribute), 727
- use_float (bpy.types.EffectSequence attribute), 339
- use_float (bpy.types.ImageSequence attribute), 421
- use_float (bpy.types.MetaSequence attribute), 562
- use_float (bpy.types.MovieSequence attribute), 570
- use_float (bpy.types.MulticamSequence attribute), 573
- use_float (bpy.types.SceneSequence attribute), 727
- use_floats (bpy.types.ParticleFluidSettings attribute), 633
- use_force (bpy.types.FCurveActuator attribute), 354
- use_force_distance (bpy.types.ConstraintActuator attribute), 296
- use_frame_blend (bpy.types.SpeedControlSequence attribute), 817
- use_frame_drop (bpy.types.Scene attribute), 714
- use_frame_end (bpy.types.FModifierStepped attribute), 368
- use_frame_rate (bpy.types.SceneGameData attribute), 720
- use_frame_start (bpy.types.FModifierStepped attribute), 368
- use_free_image_textures (bpy.types.RenderSettings attribute), 705
- use_free_unused_nodes (bpy.types.RenderSettings attribute), 705
- use_from_dupli (bpy.types.MaterialTextureSlot attribute), 524
- use_from_original (bpy.types.MaterialTextureSlot attribute), 524
- use_frontface (bpy.types.Brush attribute), 205
- use_full_oversampling (bpy.types.Material attribute), 509
- use_full_resolution (bpy.types.Scopes attribute), 729
- use_full_sample (bpy.types.RenderSettings attribute), 705
- use_gamma_correction (bpy.types.CompositorNodeBlur attribute), 237
- use_gamma_correction (bpy.types.CompositorNodeDefocus attribute), 252
- use_ghost (bpy.types.GameObjectSettings attribute), 394
- use_ghost (bpy.types.ParentActuator attribute), 626
- use_global_coords (bpy.types.FieldSettings attribute), 372
- use_global_dupli (bpy.types.ParticleSettings attribute), 646
- use_global_pivot (bpy.types.UserPreferencesView attribute), 968
- use_global_scene (bpy.types.UserPreferencesView attribute), 968
- use_global_undo (bpy.types.UserPreferencesEdit attribute), 957
- use_gls_l_extra_textures (bpy.types.SceneGameData attribute), 720
- use_gls_lights (bpy.types.SceneGameData attribute), 721
- use_gls_l_nodes (bpy.types.SceneGameData attribute), 721
- use_gls_l_ramps (bpy.types.SceneGameData attribute), 721
- use_gls_l_shaders (bpy.types.SceneGameData attribute), 721
- use_gls_l_shadows (bpy.types.SceneGameData attribute), 721
- use_goal (bpy.types.SoftBodySettings attribute), 784
- use_gravity (bpy.types.Scene attribute), 714
- use_grease_pencil (bpy.types.SpaceImageEditor attribute), 798
- use_grease_pencil (bpy.types.SpaceSequenceEditor attribute), 806
- use_grease_pencil_simplify_stroke (bpy.types.UserPreferencesEdit attribute), 957
- use_grease_pencil_smooth_stroke (bpy.types.UserPreferencesEdit attribute), 957
- use_group_count (bpy.types.ParticleSettings attribute), 646
- use_group_pick_random (bpy.types.ParticleSettings attribute), 646
- use_guide_path_add (bpy.types.FieldSettings attribute), 372
- use_guide_path_weight (bpy.types.FieldSettings attribute), 372
- use_hair_bspline (bpy.types.ParticleSettings attribute), 646
- use_hair_dynamics (bpy.types.ParticleSystem attribute), 651
- use_halo (bpy.types.MeshTextureFace attribute), 550
- use_halo (bpy.types.SceneRenderLayer attribute), 724
- use_halo (bpy.types.SpotLamp attribute), 827
- use_high_resolution (bpy.types.SmokeDomainSettings attribute), 776
- use_ik_limit_x (bpy.types.PoseBone attribute), 673
- use_ik_limit_y (bpy.types.PoseBone attribute), 673
- use_ik_limit_z (bpy.types.PoseBone attribute), 673
- use_ik_linear_control (bpy.types.PoseBone attribute), 673
- use_ik_rotation_control (bpy.types.PoseBone attribute), 673
- use_image (bpy.types.MeshTextureFace attribute), 550
- use_image_override (bpy.types.UVProjectModifier attribute), 950
- use_image_paint (bpy.types.SpaceImageEditor attribute), 798
- use_image_pin (bpy.types.SpaceImageEditor attribute), 798
- use_in_air (bpy.types.BoidRule attribute), 184

- use_indirect_light (bpy.types.WorldLighting attribute), 996
 use_inherit_rotation (bpy.types.Bone attribute), 196
 use_inherit_rotation (bpy.types.EditBone attribute), 334
 use_inherit_scale (bpy.types.Bone attribute), 196
 use_inherit_scale (bpy.types.EditBone attribute), 334
 use_insertkey_xyz_to_rgb (bpy.types.UserPreferencesEdit attribute), 958
 use_instances (bpy.types.RenderSettings attribute), 705
 use_international_fonts (bpy.types.UserPreferencesSystem attribute), 965
 use_interpolation (bpy.types.ImageTexture attribute), 424
 use_inverse_smooth_pressure (bpy.types.Brush attribute), 205
 use_italic (bpy.types.TextCharacterFormat attribute), 844
 use_jitter (bpy.types.AreaLamp attribute), 164
 use_jitter (bpy.types.CompositorNodeLensdist attribute), 265
 use_keep_above_surface (bpy.types.ShrinkwrapModifier attribute), 772
 use_keyed_timing (bpy.types.ParticleSystem attribute), 651
 use_keyframe_insert_auto (bpy.types.ToolSettings attribute), 917
 use_keyframe_insert_available (bpy.types.UserPreferencesEdit attribute), 958
 use_keyframe_insert_keyingset (bpy.types.UserPreferencesEdit attribute), 958
 use_keyframe_insert_needed (bpy.types.UserPreferencesEdit attribute), 958
 use_land (bpy.types.BoidSettings attribute), 192
 use_level (bpy.types.Sensor attribute), 735
 use_library_path (bpy.types.PointCache attribute), 660
 use_light (bpy.types.MeshTextureFace attribute), 550
 use_light_cache (bpy.types.MaterialVolume attribute), 529
 use_light_group_exclusive (bpy.types.Material attribute), 509
 use_limit_x (bpy.types.LimitRotationConstraint attribute), 474
 use_limit_x (bpy.types.RigidBodyJointConstraint attribute), 709
 use_limit_y (bpy.types.LimitRotationConstraint attribute), 474
 use_limit_y (bpy.types.RigidBodyJointConstraint attribute), 709
 use_limit_z (bpy.types.LimitRotationConstraint attribute), 475
 use_limit_z (bpy.types.RigidBodyJointConstraint attribute), 709
 use_line (bpy.types.BoidRuleFollowLeader attribute), 189
 use_lines (bpy.types.MaterialHalo attribute), 513
 use_linked_collision (bpy.types.RigidBodyJointConstraint attribute), 710
 use_live_edit (bpy.types.SpaceTextEditor attribute), 808
 use_live_unwrap (bpy.types.SpaceUVEditor attribute), 811
 use_load_ui (bpy.types.UserPreferencesFilePaths attribute), 960
 use_local (bpy.types.ConstraintActuator attribute), 296
 use_local (bpy.types.FCurveActuator attribute), 354
 use_local_angular_velocity (bpy.types.EditObjectActuator attribute), 337
 use_local_angular_velocity (bpy.types.ObjectActuator attribute), 609
 use_local_coords (bpy.types.InflowFluidSettings attribute), 427
 use_local_coords (bpy.types.RenderSettings attribute), 705
 use_local_force (bpy.types.ObjectActuator attribute), 609
 use_local_linear_velocity (bpy.types.EditObjectActuator attribute), 337
 use_local_linear_velocity (bpy.types.ObjectActuator attribute), 609
 use_local_location (bpy.types.Bone attribute), 196
 use_local_location (bpy.types.EditBone attribute), 334
 use_local_location (bpy.types.ObjectActuator attribute), 609
 use_local_rotation (bpy.types.ObjectActuator attribute), 609
 use_local_space_transform (bpy.types.DriverTarget attribute), 328
 use_local_torque (bpy.types.ObjectActuator attribute), 609
 use_location (bpy.types.KinematicConstraint attribute), 459
 use_location_x (bpy.types.ChildOfConstraint attribute), 215
 use_location_y (bpy.types.ChildOfConstraint attribute), 215
 use_location_z (bpy.types.ChildOfConstraint attribute), 215
 use_locked_size (bpy.types.Brush attribute), 205
 use_manipulator_rotate (bpy.types.SpaceView3D attribute), 815
 use_manipulator_scale (bpy.types.SpaceView3D attribute), 815
 use_manipulator_translate (bpy.types.SpaceView3D attribute), 815
 use_map_alpha (bpy.types.MaterialTextureSlot attribute), 524

- use_map_ambient (bpy.types.MaterialTextureSlot attribute), 524
- use_map_blend (bpy.types.WorldTextureSlot attribute), 1000
- use_map_color (bpy.types.LampTextureSlot attribute), 464
- use_map_color_diffuse (bpy.types.MaterialTextureSlot attribute), 524
- use_map_color_emission (bpy.types.MaterialTextureSlot attribute), 524
- use_map_color_reflection (bpy.types.MaterialTextureSlot attribute), 525
- use_map_color_spec (bpy.types.MaterialTextureSlot attribute), 525
- use_map_color_transmission (bpy.types.MaterialTextureSlot attribute), 525
- use_map_density (bpy.types.MaterialTextureSlot attribute), 525
- use_map_diffuse (bpy.types.MaterialTextureSlot attribute), 525
- use_map_displacement (bpy.types.MaterialTextureSlot attribute), 525
- use_map_emission (bpy.types.MaterialTextureSlot attribute), 525
- use_map_emit (bpy.types.MaterialTextureSlot attribute), 525
- use_map_hardness (bpy.types.MaterialTextureSlot attribute), 525
- use_map_horizon (bpy.types.WorldTextureSlot attribute), 1000
- use_map_mirror (bpy.types.MaterialTextureSlot attribute), 525
- use_map_normal (bpy.types.MaterialTextureSlot attribute), 525
- use_map_raymir (bpy.types.MaterialTextureSlot attribute), 525
- use_map_reflect (bpy.types.MaterialTextureSlot attribute), 525
- use_map_scatter (bpy.types.MaterialTextureSlot attribute), 525
- use_map_shadow (bpy.types.LampTextureSlot attribute), 465
- use_map_specular (bpy.types.MaterialTextureSlot attribute), 526
- use_map_translucency (bpy.types.MaterialTextureSlot attribute), 526
- use_map_warp (bpy.types.MaterialTextureSlot attribute), 526
- use_map_zenith_down (bpy.types.WorldTextureSlot attribute), 1000
- use_map_zenith_up (bpy.types.WorldTextureSlot attribute), 1000
- use_marker_sync (bpy.types.SpaceDopeSheetEditor attribute), 794
- use_marker_sync (bpy.types.SpaceSequenceEditor attribute), 806
- use_master_broadcast (bpy.types.NetRenderSettings attribute), 582
- use_master_clear (bpy.types.NetRenderSettings attribute), 583
- use_material (bpy.types.CollisionSensor attribute), 227
- use_material_detect (bpy.types.ConstraintActuator attribute), 296
- use_material_physics (bpy.types.GameObjectSettings attribute), 394
- use_max (bpy.types.CompositorNodeMapValue attribute), 268
- use_max (bpy.types.ShaderNodeMapping attribute), 751
- use_max (bpy.types.TexMapping attribute), 840
- use_max_distance (bpy.types.FieldSettings attribute), 372
- use_max_x (bpy.types.FModifierLimits attribute), 365
- use_max_x (bpy.types.LimitLocationConstraint attribute), 473
- use_max_x (bpy.types.LimitScaleConstraint attribute), 476
- use_max_y (bpy.types.FModifierLimits attribute), 365
- use_max_y (bpy.types.LimitLocationConstraint attribute), 473
- use_max_y (bpy.types.LimitScaleConstraint attribute), 476
- use_max_z (bpy.types.LimitLocationConstraint attribute), 473
- use_max_z (bpy.types.LimitScaleConstraint attribute), 476
- use_memory_cache (bpy.types.Sound attribute), 787
- use_merge_vertices (bpy.types.ArrayModifier attribute), 174
- use_merge_vertices_cap (bpy.types.ArrayModifier attribute), 174
- use_mesh_automerge (bpy.types.ToolSettings attribute), 917
- use_min (bpy.types.CompositorNodeMapValue attribute), 268
- use_min (bpy.types.ShaderNodeMapping attribute), 751
- use_min (bpy.types.TexMapping attribute), 840
- use_min_distance (bpy.types.FieldSettings attribute), 372
- use_min_x (bpy.types.FModifierLimits attribute), 365
- use_min_x (bpy.types.LimitLocationConstraint attribute), 473
- use_min_x (bpy.types.LimitScaleConstraint attribute), 476
- use_min_y (bpy.types.FModifierLimits attribute), 365
- use_min_y (bpy.types.LimitLocationConstraint attribute), 473
- use_min_y (bpy.types.LimitScaleConstraint attribute), 476

- use_min_z (bpy.types.LimitLocationConstraint attribute), 473
- use_min_z (bpy.types.LimitScaleConstraint attribute), 476
- use_mipmap (bpy.types.EnvironmentMapTexture attribute), 346
- use_mipmap (bpy.types.ImageTexture attribute), 424
- use_mipmap_gauss (bpy.types.EnvironmentMapTexture attribute), 346
- use_mipmap_gauss (bpy.types.ImageTexture attribute), 424
- use_mipmaps (bpy.types.UserPreferencesSystem attribute), 965
- use_mirror_topology (bpy.types.Mesh attribute), 534
- use_mirror_u (bpy.types.MirrorModifier attribute), 564
- use_mirror_v (bpy.types.MirrorModifier attribute), 564
- use_mirror_vertex_groups (bpy.types.MirrorModifier attribute), 564
- use_mirror_x (bpy.types.Armature attribute), 167
- use_mirror_x (bpy.types.ImageTexture attribute), 424
- use_mirror_x (bpy.types.Mesh attribute), 534
- use_mirror_y (bpy.types.ImageTexture attribute), 424
- use_mist (bpy.types.Material attribute), 509
- use_mist (bpy.types.WorldMistSettings attribute), 997
- use_module (bpy.types.Text attribute), 841
- use_motion_blur (bpy.types.Filter2DActuator attribute), 375
- use_motion_blur (bpy.types.RenderSettings attribute), 705
- use_motion_extrapolate (bpy.types.TransformConstraint attribute), 923
- use_mouse_auto_depth (bpy.types.UserPreferencesView attribute), 968
- use_mouse_continuous (bpy.types.UserPreferencesInput attribute), 962
- use_mouse_emulate_3_button (bpy.types.UserPreferencesInput attribute), 962
- use_mouse_mmb_paste (bpy.types.UserPreferencesInput attribute), 962
- use_mouse_over_open (bpy.types.UserPreferencesView attribute), 968
- use_multi_modifier (bpy.types.ArmatureModifier attribute), 171
- use_multiple_springs (bpy.types.FieldSettings attribute), 372
- use_multiply_size_mass (bpy.types.ParticleSettings attribute), 646
- use_negative (bpy.types.Lamp attribute), 461
- use_negative (bpy.types.MetaElement attribute), 560
- use_negative_direction (bpy.types.ShrinkwrapModifier attribute), 772
- use_negative_frames (bpy.types.UserPreferencesEdit attribute), 958
- use_nla (bpy.types.AnimData attribute), 156
- use_nodes (bpy.types.Material attribute), 510
- use_nodes (bpy.types.Scene attribute), 714
- use_nodes (bpy.types.Texture attribute), 850
- use_normal (bpy.types.ConstraintActuator attribute), 296
- use_normal (bpy.types.ParticleInstanceModifier attribute), 635
- use_normal (bpy.types.VertexPaint attribute), 977
- use_normal (bpy.types.WaveModifier attribute), 985
- use_normal_align (bpy.types.MaterialPhysics attribute), 514
- use_normal_calculate (bpy.types.ScrewModifier attribute), 732
- use_normal_falloff (bpy.types.ImagePaint attribute), 419
- use_normal_flip (bpy.types.ScrewModifier attribute), 732
- use_normal_map (bpy.types.ImageTexture attribute), 424
- use_normal_x (bpy.types.WaveModifier attribute), 985
- use_normal_y (bpy.types.WaveModifier attribute), 985
- use_normal_z (bpy.types.WaveModifier attribute), 985
- use_object_color (bpy.types.Material attribute), 510
- use_object_color (bpy.types.MeshTextureFace attribute), 550
- use_object_coords (bpy.types.FieldSettings attribute), 372
- use_object_offset (bpy.types.ArrayModifier attribute), 174
- use_object_screw_offset (bpy.types.ScrewModifier attribute), 732
- use_occlude (bpy.types.ImagePaint attribute), 419
- use_occlude_geometry (bpy.types.SpaceView3D attribute), 816
- use_occlusion (bpy.types.VisibilityActuator attribute), 978
- use_occlusion_culling (bpy.types.SceneGameData attribute), 721
- use_offset (bpy.types.CopyLocationConstraint attribute), 303
- use_offset (bpy.types.CopyRotationConstraint attribute), 304
- use_offset (bpy.types.CopyScaleConstraint attribute), 305
- use_offset_pressure (bpy.types.Brush attribute), 205
- use_old_bump (bpy.types.MaterialTextureSlot attribute), 526
- use_on_land (bpy.types.BoidRule attribute), 184
- use_onion_skinning (bpy.types.GPencilLayer attribute), 386
- use_only_boost (bpy.types.GlowSequence attribute), 400
- use_only_selected_curves_handles (bpy.types.SpaceGraphEditor attribute), 796
- use_only_selected_keyframe_handles (bpy.types.SpaceGraphEditor attribute), 796
- use_only_shadow (bpy.types.AreaLamp attribute), 164
- use_only_shadow (bpy.types.Material attribute), 510
- use_only_shadow (bpy.types.PointLamp attribute), 666

- use_only_shadow (bpy.types.SpotLamp attribute), 827
- use_only_shadow (bpy.types.SunLamp attribute), 836
- use_only_vertices (bpy.types.BevelModifier attribute), 176
- use_original_normal (bpy.types.Brush attribute), 205
- use_outflow (bpy.types.SmokeFlowSettings attribute), 778
- use_outside (bpy.types.Lattice attribute), 467
- use_overwrite (bpy.types.RenderSettings attribute), 705
- use_overwrite (bpy.types.SpaceTextEditor attribute), 808
- use_own_layer (bpy.types.Lamp attribute), 461
- use_paint_mask (bpy.types.Mesh attribute), 534
- use_paint_sculpt (bpy.types.Brush attribute), 205
- use_paint_texture (bpy.types.Brush attribute), 205
- use_paint_vertex (bpy.types.Brush attribute), 205
- use_paint_weight (bpy.types.Brush attribute), 205
- use_panorama (bpy.types.Camera attribute), 211
- use_parent_particles (bpy.types.ParticleSettings attribute), 646
- use_particle_kill (bpy.types.CollisionSettings attribute), 229
- use_pass_ambient_occlusion (bpy.types.SceneRenderLayer attribute), 724
- use_pass_color (bpy.types.SceneRenderLayer attribute), 724
- use_pass_combined (bpy.types.SceneRenderLayer attribute), 724
- use_pass_diffuse (bpy.types.SceneRenderLayer attribute), 724
- use_pass_emit (bpy.types.SceneRenderLayer attribute), 724
- use_pass_environment (bpy.types.SceneRenderLayer attribute), 724
- use_pass_indirect (bpy.types.SceneRenderLayer attribute), 724
- use_pass_mist (bpy.types.SceneRenderLayer attribute), 725
- use_pass_normal (bpy.types.SceneRenderLayer attribute), 725
- use_pass_object_index (bpy.types.SceneRenderLayer attribute), 725
- use_pass_reflection (bpy.types.SceneRenderLayer attribute), 725
- use_pass_refraction (bpy.types.SceneRenderLayer attribute), 725
- use_pass_shadow (bpy.types.SceneRenderLayer attribute), 725
- use_pass_specular (bpy.types.SceneRenderLayer attribute), 725
- use_pass_uv (bpy.types.SceneRenderLayer attribute), 725
- use_pass_vector (bpy.types.SceneRenderLayer attribute), 725
- use_pass_z (bpy.types.SceneRenderLayer attribute), 725
- use_path (bpy.types.Curve attribute), 310
- use_path (bpy.types.ParticleInstanceModifier attribute), 635
- use_path_follow (bpy.types.Curve attribute), 310
- use_persistent (bpy.types.Brush attribute), 205
- use_persistent (bpy.types.ConstraintActuator attribute), 296
- use_pin_cloth (bpy.types.ClothSettings attribute), 222
- use_pin_id (bpy.types.SpaceProperties attribute), 805
- use_pivot_point_align (bpy.types.SpaceView3D attribute), 816
- use_placeholder (bpy.types.RenderSettings attribute), 705
- use_plane_trim (bpy.types.Brush attribute), 205
- use_play_3d_editors (bpy.types.SpaceTimeline attribute), 809
- use_play_animation_editors (bpy.types.SpaceTimeline attribute), 809
- use_play_image_editors (bpy.types.SpaceTimeline attribute), 809
- use_play_node_editors (bpy.types.SpaceTimeline attribute), 810
- use_play_properties_editors (bpy.types.SpaceTimeline attribute), 810
- use_play_sequence_editors (bpy.types.SpaceTimeline attribute), 810
- use_play_top_left_3d_editor (bpy.types.SpaceTimeline attribute), 810
- use_positive_direction (bpy.types.ShrinkwrapModifier attribute), 772
- use_predict (bpy.types.BoidRuleAvoid attribute), 186
- use_predict (bpy.types.BoidRuleGoal attribute), 189
- use_premultiply (bpy.types.CompositorNodeAlphaOver attribute), 235
- use_premultiply (bpy.types.EffectSequence attribute), 339
- use_premultiply (bpy.types.Image attribute), 416
- use_premultiply (bpy.types.ImageSequence attribute), 421
- use_premultiply (bpy.types.MetaSequence attribute), 562
- use_premultiply (bpy.types.MovieSequence attribute), 570
- use_premultiply (bpy.types.MulticamSequence attribute), 573
- use_premultiply (bpy.types.SceneSequence attribute), 728
- use_preserve_length (bpy.types.ParticleEdit attribute), 632
- use_preserve_root (bpy.types.ParticleEdit attribute), 632
- use_preserve_shape (bpy.types.ParticleInstanceModifier attribute), 635
- use_pressure_jitter (bpy.types.Brush attribute), 205
- use_pressure_size (bpy.types.Brush attribute), 205
- use_pressure_spacing (bpy.types.Brush attribute), 206

- use_pressure_strength (bpy.types.Brush attribute), 206
 use_preview (bpy.types.CompositorNodeDefocus attribute), 252
 use_preview_alpha (bpy.types.Texture attribute), 850
 use_preview_images (bpy.types.UserPreferencesSystem attribute), 965
 use_preview_range (bpy.types.Scene attribute), 714
 use_priority (bpy.types.Controller attribute), 301
 use_project_x (bpy.types.ShrinkwrapModifier attribute), 772
 use_project_y (bpy.types.ShrinkwrapModifier attribute), 772
 use_project_z (bpy.types.ShrinkwrapModifier attribute), 772
 use_projection (bpy.types.ImagePaint attribute), 419
 use_projector (bpy.types.CompositorNodeLensdist attribute), 265
 use_proportional_edit_objects (bpy.types.ToolSettings attribute), 917
 use_proxy (bpy.types.EffectSequence attribute), 339
 use_proxy (bpy.types.ImageSequence attribute), 421
 use_proxy (bpy.types.MetaSequence attribute), 562
 use_proxy (bpy.types.MovieSequence attribute), 570
 use_proxy (bpy.types.MulticamSequence attribute), 573
 use_proxy (bpy.types.SceneSequence attribute), 728
 use_proxy_custom_directory (bpy.types.EffectSequence attribute), 339
 use_proxy_custom_directory (bpy.types.ImageSequence attribute), 421
 use_proxy_custom_directory (bpy.types.MetaSequence attribute), 562
 use_proxy_custom_directory (bpy.types.MovieSequence attribute), 571
 use_proxy_custom_directory (bpy.types.MulticamSequence attribute), 573
 use_proxy_custom_directory (bpy.types.SceneSequence attribute), 728
 use_proxy_custom_file (bpy.types.EffectSequence attribute), 339
 use_proxy_custom_file (bpy.types.ImageSequence attribute), 421
 use_proxy_custom_file (bpy.types.MetaSequence attribute), 562
 use_proxy_custom_file (bpy.types.MovieSequence attribute), 571
 use_proxy_custom_file (bpy.types.MulticamSequence attribute), 573
 use_proxy_custom_file (bpy.types.SceneSequence attribute), 728
 use_puff_volume (bpy.types.ParticleBrush attribute), 629
 use_pulse (bpy.types.CollisionSensor attribute), 227
 use_pulse_false_level (bpy.types.Sensor attribute), 735
 use_pulse_true_level (bpy.types.Sensor attribute), 735
 use_quality_normals (bpy.types.SolidifyModifier attribute), 786
 use_quick_cache (bpy.types.PointCache attribute), 660
 use_radial_max (bpy.types.FieldSettings attribute), 372
 use_radial_min (bpy.types.FieldSettings attribute), 372
 use_roughness (bpy.types.RenderSettings attribute), 705
 use_radius (bpy.types.Curve attribute), 310
 use_radius_as_size (bpy.types.CastModifier attribute), 213
 use_rake (bpy.types.Brush attribute), 206
 use_random_order (bpy.types.BuildModifier attribute), 209
 use_random_rotation (bpy.types.Brush attribute), 206
 use_ray_shadow_bias (bpy.types.Material attribute), 510
 use_raytrace (bpy.types.Material attribute), 510
 use_raytrace (bpy.types.RenderSettings attribute), 706
 use_react_multiple (bpy.types.ParticleSettings attribute), 646
 use_react_start_end (bpy.types.ParticleSettings attribute), 647
 use_realtime_update (bpy.types.SpaceDopeSheetEditor attribute), 794
 use_realtime_update (bpy.types.SpaceGraphEditor attribute), 796
 use_realtime_update (bpy.types.SpaceImageEditor attribute), 798
 use_realtime_update (bpy.types.SpaceNLA attribute), 802
 use_record_with_nla (bpy.types.ToolSettings attribute), 918
 use_relative (bpy.types.CompositorNodeBlur attribute), 238
 use_relative (bpy.types.Key attribute), 434
 use_relative (bpy.types.SimpleDeformModifier attribute), 773
 use_relative_location (bpy.types.PivotConstraint attribute), 656
 use_relative_offset (bpy.types.ArrayModifier attribute), 174
 use_relative_paths (bpy.types.UserPreferencesFilePaths attribute), 960
 use_render_adaptive (bpy.types.ParticleSettings attribute), 647
 use_render_emitter (bpy.types.ParticleSettings attribute), 647
 use_repeat (bpy.types.DelaySensor attribute), 318
 use_replace_display_mesh (bpy.types.EditObjectActuator attribute), 337
 use_replace_physics_mesh (bpy.types.EditObjectActuator attribute), 337
 use_restore_mesh (bpy.types.Brush attribute), 206
 use_reverse (bpy.types.NlaStrip attribute), 586

- use_reverse_frames (bpy.types.ControlFluidSettings attribute), 300
- use_reverse_frames (bpy.types.DomainFluidSettings attribute), 323
- use_reverse_frames (bpy.types.EffectSequence attribute), 339
- use_reverse_frames (bpy.types.ImageSequence attribute), 421
- use_reverse_frames (bpy.types.MetaSequence attribute), 562
- use_reverse_frames (bpy.types.MovieSequence attribute), 571
- use_reverse_frames (bpy.types.MulticamSequence attribute), 573
- use_reverse_frames (bpy.types.SceneSequence attribute), 728
- use_rgb_to_intensity (bpy.types.TextureSlot attribute), 872
- use_rim (bpy.types.SolidifyModifier attribute), 786
- use_rim_material (bpy.types.SolidifyModifier attribute), 786
- use_ring (bpy.types.MaterialHalo attribute), 513
- use_root_coords (bpy.types.FieldSettings attribute), 372
- use_rotate_45 (bpy.types.CompositorNodeGlare attribute), 259
- use_rotate_around_active (bpy.types.UserPreferencesView attribute), 969
- use_rotate_from_normal (bpy.types.GameObjectSettings attribute), 394
- use_rotation (bpy.types.FloorConstraint attribute), 378
- use_rotation (bpy.types.KinematicConstraint attribute), 459
- use_rotation_x (bpy.types.ChildOfConstraint attribute), 215
- use_rotation_y (bpy.types.ChildOfConstraint attribute), 215
- use_rotation_z (bpy.types.ChildOfConstraint attribute), 216
- use_save_buffers (bpy.types.RenderSettings attribute), 706
- use_save_preview_images (bpy.types.UserPreferencesFilePaths attribute), 960
- use_scale_x (bpy.types.ChildOfConstraint attribute), 216
- use_scale_y (bpy.types.ChildOfConstraint attribute), 216
- use_scale_z (bpy.types.ChildOfConstraint attribute), 216
- use_scripts_auto_execute (bpy.types.UserPreferencesSystem attribute), 965
- use_seam (bpy.types.MeshEdge attribute), 540
- use_self_collision (bpy.types.ClothCollisionSettings attribute), 219
- use_self_collision (bpy.types.SoftBodySettings attribute), 784
- use_self_effect (bpy.types.ParticleSettings attribute), 647
- use_separate (bpy.types.UnitSettings attribute), 953
- use_sequencer (bpy.types.RenderSettings attribute), 706
- use_sequencer_gl_preview (bpy.types.RenderSettings attribute), 706
- use_sequencer_gl_render (bpy.types.RenderSettings attribute), 706
- use_servo_limit_x (bpy.types.ObjectActuator attribute), 609
- use_servo_limit_y (bpy.types.ObjectActuator attribute), 609
- use_servo_limit_z (bpy.types.ObjectActuator attribute), 609
- use_shaded (bpy.types.MaterialHalo attribute), 513
- use_shadeless (bpy.types.Material attribute), 510
- use_shadow_cast (bpy.types.MeshTextureFace attribute), 550
- use_shadow_layer (bpy.types.AreaLamp attribute), 164
- use_shadow_layer (bpy.types.PointLamp attribute), 666
- use_shadow_layer (bpy.types.SpotLamp attribute), 827
- use_shadow_layer (bpy.types.SunLamp attribute), 836
- use_shadows (bpy.types.Material attribute), 510
- use_shadows (bpy.types.RenderSettings attribute), 706
- use_shape_key_edit_mode (bpy.types.Object attribute), 603
- use_shape_match (bpy.types.GameSoftBodySettings attribute), 397
- use_simplify (bpy.types.ParticleSettings attribute), 647
- use_simplify (bpy.types.RenderSettings attribute), 706
- use_simplify_triangulate (bpy.types.RenderSettings attribute), 706
- use_simplify_viewport (bpy.types.ParticleSettings attribute), 647
- use_single_layer (bpy.types.RenderSettings attribute), 706
- use_size (bpy.types.ExplodeModifier attribute), 350
- use_size (bpy.types.ParticleInstanceModifier attribute), 635
- use_size_deflect (bpy.types.ParticleSettings attribute), 647
- use_sky (bpy.types.LampSkySettings attribute), 463
- use_sky (bpy.types.Material attribute), 510
- use_sky (bpy.types.SceneRenderLayer attribute), 725
- use_sky_blend (bpy.types.World attribute), 993
- use_sky_paper (bpy.types.World attribute), 993
- use_sky_real (bpy.types.World attribute), 993
- use_slave_clear (bpy.types.NetRenderSettings attribute), 583
- use_slave_output_log (bpy.types.NetRenderSettings attribute), 583
- use_slave_thumb (bpy.types.NetRenderSettings attribute), 583

- use_sleep (bpy.types.GameObjectSettings attribute), 394
- use_slow_parent (bpy.types.Object attribute), 603
- use_small_caps (bpy.types.TextCharacterFormat attribute), 844
- use_smooth (bpy.types.MeshFace attribute), 542
- use_smooth (bpy.types.Spline attribute), 820
- use_smooth_stroke (bpy.types.Brush attribute), 206
- use_snap (bpy.types.ToolSettings attribute), 918
- use_snap_align_rotation (bpy.types.ToolSettings attribute), 918
- use_snap_peel_object (bpy.types.ToolSettings attribute), 918
- use_snap_project (bpy.types.ToolSettings attribute), 918
- use_snap_to_pixels (bpy.types.SpaceUVEditor attribute), 811
- use_soft (bpy.types.MaterialHalo attribute), 513
- use_solid (bpy.types.SceneRenderLayer attribute), 725
- use_sound_3d (bpy.types.SoundActuator attribute), 789
- use_space (bpy.types.Brush attribute), 206
- use_space_atten (bpy.types.Brush attribute), 206
- use_specular (bpy.types.Lamp attribute), 461
- use_specular (bpy.types.ShaderNodeExtendedMaterial attribute), 748
- use_specular (bpy.types.ShaderNodeMaterial attribute), 752
- use_specular_ramp (bpy.types.Material attribute), 510
- use_speed_vectors (bpy.types.DomainFluidSettings attribute), 323
- use_sphere (bpy.types.PointLamp attribute), 666
- use_sphere (bpy.types.SpotLamp attribute), 827
- use_spray (bpy.types.VertexPaint attribute), 977
- use_square (bpy.types.SpotLamp attribute), 827
- use_sss (bpy.types.RenderSettings attribute), 706
- use_stamp (bpy.types.RenderSettings attribute), 706
- use_stamp_camera (bpy.types.RenderSettings attribute), 706
- use_stamp_date (bpy.types.RenderSettings attribute), 706
- use_stamp_filename (bpy.types.RenderSettings attribute), 707
- use_stamp_frame (bpy.types.RenderSettings attribute), 707
- use_stamp_marker (bpy.types.RenderSettings attribute), 707
- use_stamp_note (bpy.types.RenderSettings attribute), 707
- use_stamp_note (bpy.types.Scene attribute), 715
- use_stamp_render_time (bpy.types.RenderSettings attribute), 707
- use_stamp_scene (bpy.types.RenderSettings attribute), 707
- use_stamp_sequencer_strip (bpy.types.RenderSettings attribute), 707
- use_stamp_time (bpy.types.RenderSettings attribute), 707
- use_star (bpy.types.MaterialHalo attribute), 513
- use_stars (bpy.types.WorldStarsSettings attribute), 998
- use_stencil (bpy.types.TextureSlot attribute), 872
- use_stencil_layer (bpy.types.ImagePaint attribute), 419
- use_sticky (bpy.types.FloorConstraint attribute), 378
- use_stiff_quads (bpy.types.SoftBodySettings attribute), 784
- use_stiffness_scale (bpy.types.ClothSettings attribute), 222
- use_still_frame (bpy.types.VoxelData attribute), 981
- use_strand (bpy.types.SceneRenderLayer attribute), 725
- use_strand_primitive (bpy.types.ParticleSettings attribute), 647
- use_stretch (bpy.types.Curve attribute), 310
- use_stretch (bpy.types.KinematicConstraint attribute), 459
- use_stroke_endpoints (bpy.types.GreasePencil attribute), 401
- use_subsurf_uv (bpy.types.SubsurfModifier attribute), 835
- use_symmetric_branching (bpy.types.ParticleSettings attribute), 647
- use_symmetry_feather (bpy.types.Sculpt attribute), 733
- use_symmetry_x (bpy.types.Sculpt attribute), 733
- use_symmetry_y (bpy.types.Sculpt attribute), 733
- use_symmetry_z (bpy.types.Sculpt attribute), 733
- use_tabs_as_spaces (bpy.types.Text attribute), 841
- use_tabs_as_spaces (bpy.types.UserPreferencesSystem attribute), 965
- use_tail (bpy.types.KinematicConstraint attribute), 459
- use_tangent_shading (bpy.types.Material attribute), 510
- use_tangent_shading (bpy.types.MaterialStrand attribute), 520
- use_tap (bpy.types.Sensor attribute), 735
- use_target (bpy.types.KinematicConstraint attribute), 459
- use_target_z (bpy.types.TrackToConstraint attribute), 920
- use_targets (bpy.types.PythonConstraint attribute), 680
- use_text_antialiasing (bpy.types.UserPreferencesSystem attribute), 965
- use_texture (bpy.types.MaterialHalo attribute), 513
- use_texture_overlay (bpy.types.Brush attribute), 206
- use_textured_fonts (bpy.types.UserPreferencesSystem attribute), 965
- use_textures (bpy.types.Material attribute), 510
- use_textures (bpy.types.RenderSettings attribute), 707
- use_threaded (bpy.types.Sculpt attribute), 733
- use_tiff_16bit (bpy.types.RenderSettings attribute), 707
- use_tiles (bpy.types.Image attribute), 416
- use_time_offset (bpy.types.Curve attribute), 310
- use_time_offset_add_parent (bpy.types.Object attribute), 603
- use_time_offset_edit (bpy.types.Object attribute), 603
- use_time_offset_parent (bpy.types.Object attribute), 603
- use_time_offset_particle (bpy.types.Object attribute), 603
- use_time_override (bpy.types.DomainFluidSettings attribute), 323

- use_transform (bpy.types.CastModifier attribute), 213
- use_transform_limit (bpy.types.LimitLocationConstraint attribute), 473
- use_transform_limit (bpy.types.LimitRotationConstraint attribute), 475
- use_transform_limit (bpy.types.LimitScaleConstraint attribute), 476
- use_translate_buttons (bpy.types.UserPreferencesSystem attribute), 965
- use_translate_toolbox (bpy.types.UserPreferencesSystem attribute), 965
- use_translate_tooltips (bpy.types.UserPreferencesSystem attribute), 965
- use_translation (bpy.types.EffectSequence attribute), 339
- use_translation (bpy.types.ImageSequence attribute), 421
- use_translation (bpy.types.MetaSequence attribute), 562
- use_translation (bpy.types.MovieSequence attribute), 571
- use_translation (bpy.types.MulticamSequence attribute), 573
- use_translation (bpy.types.SceneSequence attribute), 728
- use_transparency (bpy.types.Material attribute), 510
- use_transparent_shadows (bpy.types.Material attribute), 510
- use_turbulence (bpy.types.PointDensity attribute), 663
- use_twoside (bpy.types.MeshTextureFace attribute), 550
- use_umbra (bpy.types.AreaLamp attribute), 164
- use_underline (bpy.types.TextCharacterFormat attribute), 844
- use_uniform_scale (bpy.types.TransformSequence attribute), 925
- use_unspill (bpy.types.CompositorNodeColorSpill attribute), 244
- use_uv_as_generated (bpy.types.Curve attribute), 310
- use_uv_as_generated (bpy.types.SurfaceCurve attribute), 837
- use_uv_as_generated (bpy.types.TextCurve attribute), 846
- use_uv_select_sync (bpy.types.ToolSettings attribute), 918
- use_velocity_length (bpy.types.ParticleSettings attribute), 647
- use_vertex_buffer_objects (bpy.types.UserPreferencesSystem attribute), 965
- use_vertex_color_light (bpy.types.Material attribute), 510
- use_vertex_color_paint (bpy.types.Material attribute), 511
- use_vertex_groups (bpy.types.ArmatureModifier attribute), 171
- use_vertex_normal (bpy.types.MaterialHalo attribute), 513
- use_visible (bpy.types.VisibilityActuator attribute), 978
- use_visual_keying (bpy.types.UserPreferencesEdit attribute), 958
- use_weight_color_range (bpy.types.UserPreferencesSystem attribute), 965
- use_whole_group (bpy.types.ParticleSettings attribute), 647
- use_wrap (bpy.types.Brush attribute), 206
- use_wrap (bpy.types.CompositorNodeDBlur attribute), 251
- use_x (bpy.types.CastModifier attribute), 213
- use_x (bpy.types.CopyLocationConstraint attribute), 303
- use_x (bpy.types.CopyRotationConstraint attribute), 304
- use_x (bpy.types.CopyScaleConstraint attribute), 305
- use_x (bpy.types.MirrorModifier attribute), 564
- use_x (bpy.types.ShrinkwrapConstraint attribute), 770
- use_x (bpy.types.SmoothModifier attribute), 779
- use_x (bpy.types.WaveModifier attribute), 985
- use_x_ray (bpy.types.RaySensor attribute), 687
- use_y (bpy.types.CastModifier attribute), 213
- use_y (bpy.types.CopyLocationConstraint attribute), 303
- use_y (bpy.types.CopyRotationConstraint attribute), 304
- use_y (bpy.types.CopyScaleConstraint attribute), 305
- use_y (bpy.types.MirrorModifier attribute), 564
- use_y (bpy.types.ShrinkwrapConstraint attribute), 770
- use_y (bpy.types.SmoothModifier attribute), 779
- use_y (bpy.types.WaveModifier attribute), 985
- use_y_stretch (bpy.types.SplineIKConstraint attribute), 822
- use_z (bpy.types.CastModifier attribute), 213
- use_z (bpy.types.CopyLocationConstraint attribute), 303
- use_z (bpy.types.CopyRotationConstraint attribute), 304
- use_z (bpy.types.CopyScaleConstraint attribute), 306
- use_z (bpy.types.MirrorModifier attribute), 564
- use_z (bpy.types.ShrinkwrapConstraint attribute), 770
- use_z (bpy.types.SmoothModifier attribute), 780
- use_zbuffer (bpy.types.CompositorNodeDefocus attribute), 252
- use_zmask (bpy.types.SceneRenderLayer attribute), 726
- use_zoom_to_mouse (bpy.types.UserPreferencesView attribute), 969
- use_ztransp (bpy.types.SceneRenderLayer attribute), 726
- useAllKeys (bge.types.SCA_KeyboardSensor attribute), 1108
- useChildren (bge.types.KX_IpoActuator attribute), 1076
- useContinue (bge.types.BL_ActionActuator attribute), 1058
- useDisplayMesh (bge.types.KX_SCA_ReplaceMeshActuator attribute), 1095
- useHighPriority (bge.types.SCA_IController attribute), 1057
- useIpoAdd (bge.types.KX_IpoActuator attribute), 1076
- useIpoAsForce (bge.types.KX_IpoActuator attribute), 1076
- useIpoLocal (bge.types.KX_IpoActuator attribute), 1076
- useLocalAngV (bge.types.KX_ObjectActuator attribute), 1083

- useLocalDLoc (bge.types.KX_ObjectActuator attribute), 1083
 - useLocalDRot (bge.types.KX_ObjectActuator attribute), 1083
 - useLocalForce (bge.types.KX_ObjectActuator attribute), 1082
 - useLocalLinV (bge.types.KX_ObjectActuator attribute), 1083
 - useLocalTorque (bge.types.KX_ObjectActuator attribute), 1082
 - useMaterial (bge.types.KX_RaySensor attribute), 1092
 - useMaterial (bge.types.KX_TouchSensor attribute), 1081
 - useNegPulseMode (bge.types.SCA_ISensor attribute), 1056
 - useOcclusion (bge.types.KX_VisibilityActuator attribute), 1104
 - usePhysicsMesh (bge.types.KX_SCA_ReplaceMeshActuator attribute), 1095
 - usePosPulseMode (bge.types.SCA_ISensor attribute), 1056
 - usePropBody (bge.types.KX_NetworkMessageActuator attribute), 1082
 - usePulseCollision (bge.types.KX_TouchSensor attribute), 1081
 - usePulseFocus (bge.types.KX_MouseFocusSensor attribute), 1081
 - user_clear() (bpy.types.ID method), 409
 - user_resource() (in module bpy.utils), 1008
 - user_script_path() (in module bpy.utils), 1009
 - useRecursion (bge.types.KX_VisibilityActuator attribute), 1104
 - useRestart (bge.types.KX_SceneActuator attribute), 1098
 - userjit (bpy.types.ParticleSettings attribute), 647
 - userpref_show() (in module bpy.ops.screen), 95
 - UserPreferences (class in bpy.types), 954
 - UserPreferences.addons (in module bpy.types), 954
 - UserPreferences.edit (in module bpy.types), 954
 - UserPreferences.filepaths (in module bpy.types), 954
 - UserPreferences.inputs (in module bpy.types), 954
 - UserPreferences.system (in module bpy.types), 954
 - UserPreferences.themes (in module bpy.types), 954
 - UserPreferences.ui_styles (in module bpy.types), 955
 - UserPreferences.view (in module bpy.types), 955
 - UserPreferencesEdit (class in bpy.types), 955
 - UserPreferencesFilePaths (class in bpy.types), 959
 - UserPreferencesInput (class in bpy.types), 961
 - UserPreferencesInput.edited_keymaps (in module bpy.types), 961
 - UserPreferencesSystem (class in bpy.types), 963
 - UserPreferencesSystem.solid_lights (in module bpy.types), 964
 - UserPreferencesSystem.weight_color_range (in module bpy.types), 966
 - UserPreferencesView (class in bpy.types), 966
 - UserSolidLight (class in bpy.types), 969
 - useViewport (bge.types.KX_Camera attribute), 1113
 - useXRay (bge.types.KX_RaySensor attribute), 1092
 - useXY (bge.types.KX_CameraActuator attribute), 1064
 - UV (bge.types.KX_VertexProxy attribute), 1102
 - uv (bpy.types.MeshTextureFace attribute), 550
 - uv1 (bpy.types.MeshTextureFace attribute), 550
 - uv2 (bpy.types.MeshTextureFace attribute), 551
 - uv3 (bpy.types.MeshTextureFace attribute), 551
 - uv4 (bpy.types.MeshTextureFace attribute), 551
 - uv_layer (bpy.types.DisplaceModifier attribute), 320
 - uv_layer (bpy.types.MaterialStrand attribute), 520
 - uv_layer (bpy.types.MaterialTextureSlot attribute), 526
 - uv_layer (bpy.types.ShaderNodeGeometry attribute), 748
 - uv_layer (bpy.types.UVProjectModifier attribute), 950
 - uv_layer (bpy.types.WaveModifier attribute), 985
 - uv_raw (bpy.types.MeshTextureFace attribute), 551
 - uv_select_mode (bpy.types.ToolSettings attribute), 918
 - uv_texture_add() (in module bpy.ops.mesh), 57
 - uv_texture_clone (bpy.types.Mesh attribute), 534
 - uv_texture_clone_index (bpy.types.Mesh attribute), 534
 - uv_texture_remove() (in module bpy.ops.mesh), 57
 - uv_texture_stencil (bpy.types.Mesh attribute), 534
 - uv_texture_stencil_index (bpy.types.Mesh attribute), 534
 - UVProjectModifier (class in bpy.types), 949
 - UVProjectModifier.projectors (in module bpy.types), 949
 - UVProjector (class in bpy.types), 950
 - uvs_mirror() (in module bpy.ops.mesh), 57
 - uvs_rotate() (in module bpy.ops.mesh), 57
 - UVTextures (class in bpy.types), 951
- ## V
- v (bge.types.KX_VertexProxy attribute), 1102
 - v (mathutils.Color attribute), 1014
 - v1 (bge.types.KX_PolyProxy attribute), 1085
 - v2 (bge.types.KX_PolyProxy attribute), 1085
 - v2 (bge.types.KX_VertexProxy attribute), 1102
 - v3 (bge.types.KX_PolyProxy attribute), 1085
 - v4 (bge.types.KX_PolyProxy attribute), 1085
 - validate() (bge.types.BL_Shader method), 1062
 - value (bge.types.KX_ArmatureSensor attribute), 1118
 - value (bge.types.SCA_2DFilterActuator attribute), 1105
 - value (bge.types.SCA_PropertyActuator attribute), 1109
 - value (bge.types.SCA_PropertySensor attribute), 1109
 - value (bpy.types.ArmatureSensor attribute), 172
 - value (bpy.types.GameBooleanProperty attribute), 389
 - value (bpy.types.GameFloatProperty attribute), 390
 - value (bpy.types.GameIntProperty attribute), 391
 - value (bpy.types.GameStringProperty attribute), 398
 - value (bpy.types.GameTimerProperty attribute), 399
 - value (bpy.types.KeyMapItem attribute), 441
 - value (bpy.types.MeshFloatProperty attribute), 544
 - value (bpy.types.MeshIntProperty attribute), 545
 - value (bpy.types.MeshStringProperty attribute), 548

- value (bpy.types.PropertyActuator attribute), 678
- value (bpy.types.PropertySensor attribute), 679
- value (bpy.types.ShapeKey attribute), 767
- value_max (bpy.types.PropertySensor attribute), 679
- value_min (bpy.types.PropertySensor attribute), 679
- value_offset (bpy.types.FModifierFunctionGenerator attribute), 363
- value_sliders (bpy.types.ThemeDopeSheet attribute), 880
- ValueNodeSocket (class in bpy.types), 970
- values() (bpy.types.bpy_struct method), 1007
- vcs_revision (bpy.types.NetRenderSettings attribute), 583
- vcs_rpath (bpy.types.NetRenderSettings attribute), 583
- vcs_system (bpy.types.NetRenderSettings attribute), 583
- vcs_wpath (bpy.types.NetRenderSettings attribute), 583
- Vector (class in mathutils), 1022
- Vector.angle() (in module mathutils), 1023
- Vector.copy() (in module mathutils), 1023
- Vector.difference() (in module mathutils), 1023
- Vector.lerp() (in module mathutils), 1024
- Vector.project() (in module mathutils), 1024
- Vector.rotate() (in module mathutils), 1025
- VectorFont (class in bpy.types), 971
- VectorFont.filepath (in module bpy.types), 971
- VectorFont.packed_file (in module bpy.types), 971
- VectorNodeSocket (class in bpy.types), 972
- vectorscope_alpha (bpy.types.Scopes attribute), 729
- velocity (aud.Handle attribute), 1054
- velocity (bge.types.KX_SoundActuator attribute), 1098
- velocity (bpy.types.Particle attribute), 628
- velocity (bpy.types.ParticleKey attribute), 636
- velocity_factor (bpy.types.SmokeFlowSettings attribute), 778
- velocity_max (bpy.types.GameObjectSettings attribute), 395
- velocity_max (bpy.types.Itasc attribute), 432
- velocity_min (bpy.types.GameObjectSettings attribute), 395
- velocity_radius (bpy.types.ControlFluidSettings attribute), 300
- velocity_strength (bpy.types.ControlFluidSettings attribute), 300
- version (in module bpy.app), 1010
- version_string (in module bpy.app), 1010
- vertex (bpy.types.ThemeGraphEditor attribute), 886
- vertex (bpy.types.ThemeImageEditor attribute), 888
- vertex (bpy.types.ThemeView3D attribute), 910
- vertex_add() (in module bpy.ops.curve), 21
- vertex_cache_space (bpy.types.PointDensity attribute), 663
- vertex_color_add() (in module bpy.ops.mesh), 57
- vertex_color_dirt() (in module bpy.ops.paint), 82
- vertex_color_remove() (in module bpy.ops.mesh), 57
- vertex_color_set() (in module bpy.ops.paint), 82
- vertex_group (bpy.types.CastModifier attribute), 213
- vertex_group (bpy.types.CurveModifier attribute), 314
- vertex_group (bpy.types.DisplaceModifier attribute), 320
- vertex_group (bpy.types.ExplodeModifier attribute), 350
- vertex_group (bpy.types.HookModifier attribute), 408
- vertex_group (bpy.types.Lattice attribute), 467
- vertex_group (bpy.types.LatticeModifier attribute), 468
- vertex_group (bpy.types.MaskModifier attribute), 504
- vertex_group (bpy.types.MeshDeformModifier attribute), 538
- vertex_group (bpy.types.ShapeKey attribute), 767
- vertex_group (bpy.types.ShrinkwrapModifier attribute), 772
- vertex_group (bpy.types.SimpleDeformModifier attribute), 773
- vertex_group (bpy.types.SmoothModifier attribute), 780
- vertex_group (bpy.types.SolidifyModifier attribute), 786
- vertex_group (bpy.types.WaveModifier attribute), 985
- vertex_group_add() (in module bpy.ops.object), 77
- vertex_group_assign() (in module bpy.ops.object), 77
- vertex_group_bending (bpy.types.ClothSettings attribute), 222
- vertex_group_blend() (in module bpy.ops.object), 77
- vertex_group_clean() (in module bpy.ops.object), 77
- vertex_group_clump (bpy.types.ParticleSystem attribute), 651
- vertex_group_copy() (in module bpy.ops.object), 78
- vertex_group_copy_to_linked() (in module bpy.ops.object), 78
- vertex_group_copy_to_selected() (in module bpy.ops.object), 78
- vertex_group_density (bpy.types.ParticleSystem attribute), 651
- vertex_group_deselect() (in module bpy.ops.object), 78
- vertex_group_field (bpy.types.ParticleSystem attribute), 651
- vertex_group_goal (bpy.types.SoftBodySettings attribute), 784
- vertex_group_invert() (in module bpy.ops.object), 78
- vertex_group_kink (bpy.types.ParticleSystem attribute), 651
- vertex_group_length (bpy.types.ParticleSystem attribute), 651
- vertex_group_levels() (in module bpy.ops.object), 78
- vertex_group_mass (bpy.types.ClothSettings attribute), 223
- vertex_group_mass (bpy.types.SoftBodySettings attribute), 784
- vertex_group_mirror() (in module bpy.ops.object), 78
- vertex_group_move() (in module bpy.ops.object), 78
- vertex_group_multi_modifier (bpy.types.ArmatureModifier attribute), 171
- vertex_group_normalize() (in module bpy.ops.object), 78
- vertex_group_normalize_all() (in module bpy.ops.object), 78

- vertex_group_remove() (in module bpy.ops.object), 79
- vertex_group_remove_from() (in module bpy.ops.object), 79
- vertex_group_rotation (bpy.types.ParticleSystem attribute), 651
- vertex_group_roughness_1 (bpy.types.ParticleSystem attribute), 651
- vertex_group_roughness_2 (bpy.types.ParticleSystem attribute), 651
- vertex_group_roughness_end (bpy.types.ParticleSystem attribute), 652
- vertex_group_select() (in module bpy.ops.object), 79
- vertex_group_set_active() (in module bpy.ops.object), 79
- vertex_group_size (bpy.types.ParticleSystem attribute), 652
- vertex_group_sort() (in module bpy.ops.object), 79
- vertex_group_spring (bpy.types.SoftBodySettings attribute), 784
- vertex_group_structural_stiffness (bpy.types.ClothSettings attribute), 223
- vertex_group_tangent (bpy.types.ParticleSystem attribute), 652
- vertex_group_velocity (bpy.types.ParticleSystem attribute), 652
- vertex_group_weight (bpy.types.ToolSettings attribute), 918
- vertex_normal (bpy.types.ThemeView3D attribute), 910
- vertex_paint() (in module bpy.ops.paint), 82
- vertex_paint_radial_control() (in module bpy.ops.paint), 83
- vertex_paint_toggle() (in module bpy.ops.paint), 83
- vertex_parent_set() (in module bpy.ops.object), 79
- vertex_select (bpy.types.ThemeGraphEditor attribute), 886
- vertex_select (bpy.types.ThemeImageEditor attribute), 888
- vertex_select (bpy.types.ThemeView3D attribute), 910
- vertex_size (bpy.types.ThemeGraphEditor attribute), 886
- vertex_size (bpy.types.ThemeImageEditor attribute), 888
- vertex_size (bpy.types.ThemeView3D attribute), 910
- VertexColors (class in bpy.types), 973
- VertexGroup (class in bpy.types), 974
- VertexGroup.index (in module bpy.types), 974
- VertexGroupElement (class in bpy.types), 975
- VertexGroupElement.group (in module bpy.types), 975
- VertexGroups (class in bpy.types), 976
- VertexGroups.active (in module bpy.types), 976
- VertexPaint (class in bpy.types), 977
- vertexpaint_tool (bpy.types.Brush attribute), 206
- vertices (bpy.types.MeshEdge attribute), 540
- vertices (bpy.types.MeshFace attribute), 542
- vertices_raw (bpy.types.MeshFace attribute), 542
- vertices_smooth() (in module bpy.ops.mesh), 57
- view2d_grid_spacing_min (bpy.types.UserPreferencesView attribute), 969
- view_all() (in module bpy.ops.action), 6
- view_all() (in module bpy.ops.graph), 34
- view_all() (in module bpy.ops.image), 38
- view_all() (in module bpy.ops.node), 63
- view_all() (in module bpy.ops.sequencer), 103
- view_all() (in module bpy.ops.time), 112
- view_all() (in module bpy.ops.view3d), 130
- view_all_preview() (in module bpy.ops.sequencer), 103
- view_axis (bpy.types.BackgroundImage attribute), 175
- view_cancel() (in module bpy.ops.render), 92
- view_center_camera() (in module bpy.ops.view3d), 130
- view_center_cursor() (in module bpy.ops.view3d), 130
- view_distance (bpy.types.RegionView3D attribute), 690
- view_ghost_border() (in module bpy.ops.sequencer), 103
- view_location (bpy.types.RegionView3D attribute), 690
- view_orbit() (in module bpy.ops.view3d), 130
- view_pan() (in module bpy.ops.image), 38
- view_pan() (in module bpy.ops.view3d), 130
- view_perspective (bpy.types.RegionView3D attribute), 690
- view_persportho() (in module bpy.ops.view3d), 131
- view_rotate_method (bpy.types.UserPreferencesInput attribute), 962
- view_rotation (bpy.types.RegionView3D attribute), 690
- view_selected() (in module bpy.ops.image), 38
- view_selected() (in module bpy.ops.sequencer), 103
- view_selected() (in module bpy.ops.view3d), 131
- view_show() (in module bpy.ops.render), 92
- view_sliders (bpy.types.ThemeDopeSheet attribute), 880
- view_sliders (bpy.types.ThemeNLAEditor attribute), 892
- view_toggle() (in module bpy.ops.sequencer), 103
- view_type (bpy.types.SpaceSequenceEditor attribute), 806
- view_zoom() (in module bpy.ops.image), 38
- view_zoom_axis (bpy.types.UserPreferencesInput attribute), 962
- view_zoom_in() (in module bpy.ops.image), 39
- view_zoom_method (bpy.types.UserPreferencesInput attribute), 962
- view_zoom_out() (in module bpy.ops.image), 39
- view_zoom_ratio() (in module bpy.ops.image), 39
- view_zoom_ratio() (in module bpy.ops.sequencer), 103
- VIEWMATRIX (in module bge.logic), 1139
- VIEWMATRIX_INVERSE (in module bge.logic), 1139
- VIEWMATRIX_INVERSETRANSPOSE (in module bge.logic), 1139
- VIEWMATRIX_TRANSPOSE (in module bge.logic), 1139
- viewnumpad() (in module bpy.ops.view3d), 131
- viewpoint_object (bpy.types.EnvironmentMap attribute), 345

- viewport_display_mode (bpy.types.DomainFluidSettings attribute), 324
- viewport_shade (bpy.types.SpaceView3D attribute), 816
- virtual_parents (bpy.types.ParticleSettings attribute), 647
- viscosity_base (bpy.types.DomainFluidSettings attribute), 324
- viscosity_beta (bpy.types.SPHFluidSettings attribute), 711
- viscosity_exponent (bpy.types.DomainFluidSettings attribute), 324
- viscosity_omega (bpy.types.SPHFluidSettings attribute), 711
- viscosity_preset (bpy.types.DomainFluidSettings attribute), 324
- visibility (bge.types.KX_VisibilityActuator attribute), 1104
- visibility_toggle() (in module bpy.ops.node), 63
- visibility_toggle() (in module bpy.ops.outliner), 80
- VisibilityActuator (class in bpy.types), 978
- visible (bge.types.KX_GameObject attribute), 1066
- visible (bge.types.KX_PolyProxy attribute), 1085
- visible (bge.types.SCA_PythonMouse attribute), 1056
- visual_transform_apply() (in module bpy.ops.object), 79
- visual_transform_apply() (in module bpy.ops.pose), 89
- VKEY (in module bge.events), 1145
- volume (aud.Device attribute), 1049
- volume (aud.Handle attribute), 1054
- volume (bge.types.KX_SoundActuator attribute), 1098
- volume (bpy.types.BoidState attribute), 193
- volume (bpy.types.MaintainVolumeConstraint attribute), 501
- volume (bpy.types.SoundActuator attribute), 789
- volume (bpy.types.SoundSequence attribute), 790
- volume (bpy.types.StretchToConstraint attribute), 830
- volume_initialization (bpy.types.FluidFluidSettings attribute), 379
- volume_initialization (bpy.types.InflowFluidSettings attribute), 427
- volume_initialization (bpy.types.ObstacleFluidSettings attribute), 614
- volume_initialization (bpy.types.OutflowFluidSettings attribute), 622
- volume_maximum (aud.Handle attribute), 1054
- volume_minimum (aud.Handle attribute), 1054
- VoronoiTexture (class in bpy.types), 979
- VoronoiTexture.users_material (in module bpy.types), 980
- VoronoiTexture.users_object_modifier (in module bpy.types), 980
- vortex (bpy.types.EffectorWeights attribute), 341
- vorticity (bpy.types.SmokeDomainSettings attribute), 776
- VoxelData (class in bpy.types), 981
- VoxelDataTexture (class in bpy.types), 982
- VoxelDataTexture.image_user (in module bpy.types), 982
- VoxelDataTexture.users_material (in module bpy.types), 982
- VoxelDataTexture.users_object_modifier (in module bpy.types), 983
- VoxelDataTexture.voxel_data (in module bpy.types), 982
- ## W
- w (mathutils.Quaternion attribute), 1021
- w (mathutils.Vector attribute), 1026
- wander (bpy.types.BoidRuleAverageSpeed attribute), 185
- warp() (in module bpy.ops.transform), 120
- warp_factor (bpy.types.MaterialTextureSlot attribute), 526
- waveform_alpha (bpy.types.Scopes attribute), 729
- waveform_mode (bpy.types.Scopes attribute), 729
- WaveModifier (class in bpy.types), 984
- weight (bge.types.BL_ArmatureActuator attribute), 1117
- weight (bpy.types.ArmatureActuator attribute), 168
- weight (bpy.types.BezierSplinePoint attribute), 178
- weight (bpy.types.KinematicConstraint attribute), 459
- weight (bpy.types.ParticleHairKey attribute), 634
- weight (bpy.types.SplinePoint attribute), 823
- weight (bpy.types.VertexGroupElement attribute), 975
- weight_1 (bpy.types.VoronoiTexture attribute), 979
- weight_2 (bpy.types.VoronoiTexture attribute), 979
- weight_3 (bpy.types.VoronoiTexture attribute), 979
- weight_4 (bpy.types.VoronoiTexture attribute), 980
- weight_from_bones() (in module bpy.ops.paint), 83
- weight_paint() (in module bpy.ops.paint), 83
- weight_paint_radial_control() (in module bpy.ops.paint), 83
- weight_paint_toggle() (in module bpy.ops.paint), 83
- weight_set() (in module bpy.ops.paint), 83
- weight_set() (in module bpy.ops.particle), 86
- weight_softbody (bpy.types.SplinePoint attribute), 823
- weld() (in module bpy.ops.uv), 126
- weld_threshold (bpy.types.GameSoftBodySettings attribute), 397
- wheel_scroll_lines (bpy.types.UserPreferencesInput attribute), 962
- WHEELDOWNMOUSE (in module bge.events), 1145
- WHEELUPMOUSE (in module bge.events), 1144
- white_level (bpy.types.CurveMapping attribute), 313
- width (bpy.types.BevelModifier attribute), 177
- width (bpy.types.TextBox attribute), 843
- width (bpy.types.WaveModifier attribute), 985
- width_fade (bpy.types.MaterialStrand attribute), 520
- wind (bpy.types.EffectorWeights attribute), 341
- Window (class in bpy.types), 986
- window_draw_method (bpy.types.UserPreferencesSystem attribute), 966
- window_duplicate() (in module bpy.ops.wm), 141
- window_fullscreen_toggle() (in module bpy.ops.wm), 141

- window_sliders (bpy.types.ThemeAudioWindow attribute), 875
 window_sliders (bpy.types.ThemeGraphEditor attribute), 886
 window_sliders (bpy.types.ThemeSequenceEditor attribute), 899
 WindowManager (class in bpy.types), 987
 WindowManager.keyconfigs (in module bpy.types), 987
 WindowManager.operators (in module bpy.types), 987
 WindowManager.windows (in module bpy.types), 987
 WipeSequence (class in bpy.types), 989
 wire (bpy.types.ThemeNodeEditor attribute), 894
 wire (bpy.types.ThemeView3D attribute), 910
 wire_select (bpy.types.ThemeNodeEditor attribute), 894
 WKEY (in module bge.events), 1145
 wood_type (bpy.types.WoodTexture attribute), 991
 WoodTexture (class in bpy.types), 991
 WoodTexture.users_material (in module bpy.types), 991
 WoodTexture.users_object_modifier (in module bpy.types), 991
 world (bpy.types.Scene attribute), 715
 World (class in bpy.types), 992
 World.animation_data (in module bpy.types), 993
 World.light_settings (in module bpy.types), 993
 World.mist_settings (in module bpy.types), 993
 World.star_settings (in module bpy.types), 993
 World.texture_slots (in module bpy.types), 993
 world_to_camera (bge.types.KX_Camera attribute), 1113
 worldAngularVelocity (bge.types.KX_GameObject attribute), 1068
 WorldLighting (class in bpy.types), 995
 worldLinearVelocity (bge.types.KX_GameObject attribute), 1068
 WorldMistSettings (class in bpy.types), 997
 worldOrientation (bge.types.KX_GameObject attribute), 1067
 worldPosition (bge.types.KX_GameObject attribute), 1067
 worldScale (bge.types.KX_GameObject attribute), 1067
 WorldStarsSettings (class in bpy.types), 998
 WorldTextureSlot (class in bpy.types), 999
 WorldTextureSlots (class in bpy.types), 1001
 wrap_method (bpy.types.ShrinkwrapModifier attribute), 772
 write() (bpy.types.Text method), 842
 ww (mathutils.Vector attribute), 1026
 www (mathutils.Vector attribute), 1026
 wwww (mathutils.Vector attribute), 1026
 wwwx (mathutils.Vector attribute), 1026
 wwwy (mathutils.Vector attribute), 1026
 wwwz (mathutils.Vector attribute), 1026
 wwx (mathutils.Vector attribute), 1026
 wwxw (mathutils.Vector attribute), 1026
 wwxx (mathutils.Vector attribute), 1026
 wwxy (mathutils.Vector attribute), 1026
 wwyz (mathutils.Vector attribute), 1026
 wwz (mathutils.Vector attribute), 1026
 wwzw (mathutils.Vector attribute), 1026
 wwzx (mathutils.Vector attribute), 1027
 wwzy (mathutils.Vector attribute), 1027
 wwzz (mathutils.Vector attribute), 1027
 wx (mathutils.Vector attribute), 1027
 wxw (mathutils.Vector attribute), 1027
 wxww (mathutils.Vector attribute), 1027
 wxwx (mathutils.Vector attribute), 1027
 wxwy (mathutils.Vector attribute), 1027
 wxwz (mathutils.Vector attribute), 1027
 wxx (mathutils.Vector attribute), 1027
 wxxw (mathutils.Vector attribute), 1027
 wxxx (mathutils.Vector attribute), 1027
 wxxz (mathutils.Vector attribute), 1027
 wxy (mathutils.Vector attribute), 1027
 wxyw (mathutils.Vector attribute), 1027
 wxyx (mathutils.Vector attribute), 1027
 wxyy (mathutils.Vector attribute), 1027
 wxyz (mathutils.Vector attribute), 1027
 wxz (mathutils.Vector attribute), 1027
 wxzw (mathutils.Vector attribute), 1027
 wxzx (mathutils.Vector attribute), 1028
 wxzy (mathutils.Vector attribute), 1028
 wxzz (mathutils.Vector attribute), 1028
 wy (mathutils.Vector attribute), 1028
 wyw (mathutils.Vector attribute), 1028
 wyww (mathutils.Vector attribute), 1028
 wywx (mathutils.Vector attribute), 1028
 wywy (mathutils.Vector attribute), 1028
 wywz (mathutils.Vector attribute), 1028
 wyx (mathutils.Vector attribute), 1028
 wyxw (mathutils.Vector attribute), 1028
 wyxx (mathutils.Vector attribute), 1028
 wyxy (mathutils.Vector attribute), 1028
 wyxz (mathutils.Vector attribute), 1028
 wyy (mathutils.Vector attribute), 1028
 wyyw (mathutils.Vector attribute), 1028
 wyyx (mathutils.Vector attribute), 1028
 wyyy (mathutils.Vector attribute), 1028
 wyyz (mathutils.Vector attribute), 1028
 wyz (mathutils.Vector attribute), 1028
 wyzw (mathutils.Vector attribute), 1028
 wyzx (mathutils.Vector attribute), 1029
 wyzy (mathutils.Vector attribute), 1029
 wyzz (mathutils.Vector attribute), 1029

wz (mathutils.Vector attribute), 1029
 wzw (mathutils.Vector attribute), 1029
 wzww (mathutils.Vector attribute), 1029
 wzwx (mathutils.Vector attribute), 1029
 wzwy (mathutils.Vector attribute), 1029
 wzwz (mathutils.Vector attribute), 1029
 wzx (mathutils.Vector attribute), 1029
 wzxw (mathutils.Vector attribute), 1029
 wzxx (mathutils.Vector attribute), 1029
 wzxy (mathutils.Vector attribute), 1029
 wzxz (mathutils.Vector attribute), 1029
 wzy (mathutils.Vector attribute), 1029
 wzyw (mathutils.Vector attribute), 1029
 wzyx (mathutils.Vector attribute), 1029
 wzyy (mathutils.Vector attribute), 1029
 wzyz (mathutils.Vector attribute), 1029
 wzz (mathutils.Vector attribute), 1029
 wzzw (mathutils.Vector attribute), 1029
 wzzx (mathutils.Vector attribute), 1030
 wzzz (mathutils.Vector attribute), 1030

X

x (bge.types.KX_VertexProxy attribute), 1102
 x (bpy.types.TextBox attribute), 843
 x (mathutils.Euler attribute), 1015
 x (mathutils.Quaternion attribute), 1021
 x (mathutils.Vector attribute), 1030
 x3d() (in module bpy.ops.export_scene), 24
 XKEY (in module bge.events), 1145
 XnorController (class in bpy.types), 1002
 XorController (class in bpy.types), 1003
 xw (mathutils.Vector attribute), 1030
 xww (mathutils.Vector attribute), 1030
 xwww (mathutils.Vector attribute), 1030
 xwwx (mathutils.Vector attribute), 1030
 xwwy (mathutils.Vector attribute), 1030
 xwwz (mathutils.Vector attribute), 1030
 xwx (mathutils.Vector attribute), 1030
 xwxw (mathutils.Vector attribute), 1030
 wxxx (mathutils.Vector attribute), 1030
 wxxy (mathutils.Vector attribute), 1030
 wxxz (mathutils.Vector attribute), 1030
 xwy (mathutils.Vector attribute), 1030
 xwyw (mathutils.Vector attribute), 1030
 xwyx (mathutils.Vector attribute), 1030
 xwyy (mathutils.Vector attribute), 1030
 xwyz (mathutils.Vector attribute), 1030
 xwz (mathutils.Vector attribute), 1030
 xwzw (mathutils.Vector attribute), 1031
 xwzx (mathutils.Vector attribute), 1031
 xwzy (mathutils.Vector attribute), 1031
 xwzz (mathutils.Vector attribute), 1031
 xx (mathutils.Vector attribute), 1031

xxw (mathutils.Vector attribute), 1031
 xxww (mathutils.Vector attribute), 1031
 xxwx (mathutils.Vector attribute), 1031
 xxwy (mathutils.Vector attribute), 1031
 xxwz (mathutils.Vector attribute), 1031
 xxx (mathutils.Vector attribute), 1031
 xxxw (mathutils.Vector attribute), 1031
 xxxx (mathutils.Vector attribute), 1031
 xxxy (mathutils.Vector attribute), 1031
 xxxz (mathutils.Vector attribute), 1031
 xxy (mathutils.Vector attribute), 1031
 xxyw (mathutils.Vector attribute), 1031
 xxyx (mathutils.Vector attribute), 1031
 xxyy (mathutils.Vector attribute), 1031
 xxyz (mathutils.Vector attribute), 1031
 xxz (mathutils.Vector attribute), 1031
 xxzw (mathutils.Vector attribute), 1032
 xxzx (mathutils.Vector attribute), 1032
 xxzy (mathutils.Vector attribute), 1032
 xxzz (mathutils.Vector attribute), 1032
 xy (mathutils.Vector attribute), 1032
 xyw (mathutils.Vector attribute), 1032
 xyww (mathutils.Vector attribute), 1032
 xywx (mathutils.Vector attribute), 1032
 xywy (mathutils.Vector attribute), 1032
 xywz (mathutils.Vector attribute), 1032
 xyx (mathutils.Vector attribute), 1032
 xyxw (mathutils.Vector attribute), 1032
 xyxx (mathutils.Vector attribute), 1032
 xyxy (mathutils.Vector attribute), 1032
 xyxz (mathutils.Vector attribute), 1032
 xyy (mathutils.Vector attribute), 1032
 xyyw (mathutils.Vector attribute), 1032
 xyyx (mathutils.Vector attribute), 1032
 xyyy (mathutils.Vector attribute), 1032
 xyyz (mathutils.Vector attribute), 1032
 XYZ (bge.types.KX_VertexProxy attribute), 1101
 xyz (mathutils.Vector attribute), 1032
 xyzw (mathutils.Vector attribute), 1033
 xyzx (mathutils.Vector attribute), 1033
 xyzy (mathutils.Vector attribute), 1033
 xyzz (mathutils.Vector attribute), 1033
 xz (mathutils.Vector attribute), 1033
 xz_scale_mode (bpy.types.SplineIKConstraint attribute), 822
 xzw (mathutils.Vector attribute), 1033
 xzww (mathutils.Vector attribute), 1033
 xzwx (mathutils.Vector attribute), 1033
 xzwy (mathutils.Vector attribute), 1033
 xzwz (mathutils.Vector attribute), 1033
 xzx (mathutils.Vector attribute), 1033
 xzxw (mathutils.Vector attribute), 1033
 xzxx (mathutils.Vector attribute), 1033
 xzxy (mathutils.Vector attribute), 1033

xzxx (mathutils.Vector attribute), 1033
 xzy (mathutils.Vector attribute), 1033
 xzyw (mathutils.Vector attribute), 1033
 xzyx (mathutils.Vector attribute), 1033
 xzyy (mathutils.Vector attribute), 1033
 xzyz (mathutils.Vector attribute), 1033
 xzz (mathutils.Vector attribute), 1033
 xzzw (mathutils.Vector attribute), 1034
 xzzx (mathutils.Vector attribute), 1034
 xzzy (mathutils.Vector attribute), 1034
 xzzz (mathutils.Vector attribute), 1034

Y

y (bge.types.KX_VertexProxy attribute), 1102
 y (bpy.types.TextBox attribute), 843
 y (mathutils.Euler attribute), 1015
 y (mathutils.Quaternion attribute), 1022
 y (mathutils.Vector attribute), 1034
 YKEY (in module bge.events), 1145
 yw (mathutils.Vector attribute), 1034
 yww (mathutils.Vector attribute), 1034
 ywww (mathutils.Vector attribute), 1034
 ywwx (mathutils.Vector attribute), 1034
 ywwy (mathutils.Vector attribute), 1034
 ywwz (mathutils.Vector attribute), 1034
 ywx (mathutils.Vector attribute), 1034
 ywxw (mathutils.Vector attribute), 1034
 ywxx (mathutils.Vector attribute), 1034
 ywxy (mathutils.Vector attribute), 1034
 ywxz (mathutils.Vector attribute), 1034
 ywy (mathutils.Vector attribute), 1034
 ywyw (mathutils.Vector attribute), 1034
 ywyx (mathutils.Vector attribute), 1034
 ywyy (mathutils.Vector attribute), 1034
 ywyz (mathutils.Vector attribute), 1034
 ywz (mathutils.Vector attribute), 1035
 ywzw (mathutils.Vector attribute), 1035
 ywzx (mathutils.Vector attribute), 1035
 ywzy (mathutils.Vector attribute), 1035
 ywzz (mathutils.Vector attribute), 1035
 yx (mathutils.Vector attribute), 1035
 yxw (mathutils.Vector attribute), 1035
 yxww (mathutils.Vector attribute), 1035
 yxwx (mathutils.Vector attribute), 1035
 yxwy (mathutils.Vector attribute), 1035
 yxwz (mathutils.Vector attribute), 1035
 yxx (mathutils.Vector attribute), 1035
 yxxw (mathutils.Vector attribute), 1035
 yxxx (mathutils.Vector attribute), 1035
 yxxy (mathutils.Vector attribute), 1035
 yxxz (mathutils.Vector attribute), 1035
 yxy (mathutils.Vector attribute), 1035
 yxyw (mathutils.Vector attribute), 1035
 yxyx (mathutils.Vector attribute), 1035

yxyy (mathutils.Vector attribute), 1035
 yxyz (mathutils.Vector attribute), 1035
 yxz (mathutils.Vector attribute), 1036
 yxzw (mathutils.Vector attribute), 1036
 yxxz (mathutils.Vector attribute), 1036
 yxzy (mathutils.Vector attribute), 1036
 yxzz (mathutils.Vector attribute), 1036
 yy (mathutils.Vector attribute), 1036
 yyw (mathutils.Vector attribute), 1036
 yyww (mathutils.Vector attribute), 1036
 yywx (mathutils.Vector attribute), 1036
 yywy (mathutils.Vector attribute), 1036
 yywz (mathutils.Vector attribute), 1036
 yyx (mathutils.Vector attribute), 1036
 yyxw (mathutils.Vector attribute), 1036
 yyxx (mathutils.Vector attribute), 1036
 yyxy (mathutils.Vector attribute), 1036
 yyxz (mathutils.Vector attribute), 1036
 yyy (mathutils.Vector attribute), 1036
 yyyw (mathutils.Vector attribute), 1036
 yyyx (mathutils.Vector attribute), 1036
 yyyy (mathutils.Vector attribute), 1036
 yyyz (mathutils.Vector attribute), 1036
 yyz (mathutils.Vector attribute), 1037
 yyzw (mathutils.Vector attribute), 1037
 yyzx (mathutils.Vector attribute), 1037
 yyzy (mathutils.Vector attribute), 1037
 yyzz (mathutils.Vector attribute), 1037
 yz (mathutils.Vector attribute), 1037
 yzw (mathutils.Vector attribute), 1037
 yzww (mathutils.Vector attribute), 1037
 yzwx (mathutils.Vector attribute), 1037
 yzwy (mathutils.Vector attribute), 1037
 yzwz (mathutils.Vector attribute), 1037
 yzx (mathutils.Vector attribute), 1037
 yzxw (mathutils.Vector attribute), 1037
 yzxx (mathutils.Vector attribute), 1037
 yzxy (mathutils.Vector attribute), 1037
 yzxx (mathutils.Vector attribute), 1037
 yzy (mathutils.Vector attribute), 1037
 zyzyw (mathutils.Vector attribute), 1037
 zyzyx (mathutils.Vector attribute), 1037
 zyzyy (mathutils.Vector attribute), 1037
 zyzyz (mathutils.Vector attribute), 1037
 yzz (mathutils.Vector attribute), 1038
 yzzw (mathutils.Vector attribute), 1038
 yzzx (mathutils.Vector attribute), 1038
 yzzy (mathutils.Vector attribute), 1038
 yzzz (mathutils.Vector attribute), 1038

Z

z (bge.types.KX_VertexProxy attribute), 1102
 z (mathutils.Euler attribute), 1015
 z (mathutils.Quaternion attribute), 1022

