Region Type Items

WINDOW:
Window.
HEADER:
Header.

CHANNELS:

Channels.

TEMPORARY:

Temporary.

UI:

Sidebar.

TOOLS:

Tools.

TOOL_PROPS:

Tool Properties.

ASSET_SHELF:

Asset Shelf.

ASSET_SHELF_HEADER:

Asset Shelf Header.

PREVIEW:

Preview.

HUD:

Floating Region.

NAVIGATION_BAR:

Navigation Bar.

EXECUTE:

Execute Buttons.

FOOTER:

Footer.

TOOL_HEADER:

Tool Header.

XR:

Previous

XR.

Fileselect Params Sort Items Report issue on this page

Copyright © Blender Authors Made with Furo

Object Modifier Type Ite