PreferencesEdit(bpy_struct)

base class — `bpy_struct`

class bpy.types.**PreferencesEdit(bpy_struct)**

Settings for interacting with Blender data

auto_keying_mode

Mode of automatic keyframe insertion for Objects and Bones (default setting used for new Scenes)

TYPE:

enum in ['ADD_REPLACE_KEYS', 'REPLACE_KEYS'], default 'ADD_REPLACE_KEYS'

collection_instance_empty_size

Display size of the empty when new collection instances are created

TYPE:

float in [0.001, inf], default 1.0

connect_strips_by_default

Connect newly added movie strips by default if they have multiple channels

TYPE:

boolean, default True

fcurve_new_auto_smoothing

Auto Handle Smoothing mode used for newly added F-Curves

TYPE:

enum in Fcurve Auto Smoothing Items, default 'CONT_ACCEL'

fcurve_unselected_alpha

The opacity of unselected F-Curves against the background of the Graph Editor

TYPE:

float in [0.001, 1], default 0.25

grease_pencil_default_color

Color of new annotation layers

TYPE:

float array of 4 items in [0, inf], default (0.38, 0.61, 0.78, 0.9)

grease_pencil_eraser_radius

Radius of eraser 'brush'

TYPE:

int in [1, 500], default 25

grease_pencil_euclidean_distance

Distance moved by mouse when drawing stroke to include

TYPE:

int in [0, 100], default 2

grease_pencil_manhattan_distance

Pixels moved by mouse per axis when drawing stroke

TYPE:

int in [0, 100], default 1

key_insert_channels

Which channels to insert keys at when no keying set is active

TYPE:

enum set in {'LOCATION', 'ROTATION', 'SCALE', 'ROTATE_MODE', 'CUSTOM_PROPS'}, default {'CUSTOM_PROPS', 'LOCATION', 'ROTATION', 'SCALE'}

keyframe_new_handle_type

Handle type for handles of new keyframes

TYPE:

enum in Keyframe Handle Type Items, default 'AUTO_CLAMPED'

keyframe_new_interpolation_type

Interpolation mode used for first keyframe on newly added F-Curves (subsequent keyframes take interpolation from preceding keyframe)

TYPE:

enum in Beztriple Interpolation Mode Items, default 'BEZIER'

material_link

Toggle whether the material is linked to object data or the object block

- OBDATA Object Data – Toggle whether the material is linked to object data or the object block.
- OBJECT Object – Toggle whether the material is linked to object data or the object block.

TYPE:

enum in ['OBDATA', 'OBJECT'], default 'OBDATA'

node_margin

Minimum distance between nodes for Auto-offsetting nodes

TYPE:

int in [0, 255], default 40

node_preview_resolution

Resolution used for Shader node previews (should be changed for performance convenience)

TYPE:

int in [50, 250], default 120

node_use_insert_offset

Automatically offset the following or previous nodes in a chain when inserting a new node

TYPE:

boolean, default True

object_align

The default alignment for objects added from a 3D viewport menu

- WORLD World – Align newly added objects to the world coordinate system.
- VIEW View – Align newly added objects to the active 3D view orientation.
- CURSOR 3D Cursor – Align newly added objects to the 3D Cursor's rotation.

TYPE:

TYPE:

enum in ['WORLD', 'VIEW', 'CURSOR'], default 'WORLD'

sculpt_paint_overlay_color

Color of texture overlay

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0)

show_only_selected_curve_keyframes

Only keyframes of selected F-Curves are visible and editable

TYPE:

boolean, default False

undo_memory_limit

Maximum memory usage in megabytes (0 means unlimited)

TYPE:

int in [0, inf], default 0

undo_steps

Number of undo steps available (smaller values conserve memory)

TYPE:

int in [0, 256], default 32

use_anim_channel_group_colors

Use animation channel group colors; generally this is used to show bone group colors

TYPE:

boolean, default False

use_auto_keyframe_insert_needed

Auto-Keying will skip inserting keys that don't affect the animation

TYPE:

boolean, default True

use_auto_keying

Automatic keyframe insertion for Objects and Bones (default setting used for new Scenes)

TYPE:

boolean, default False

use_auto_keying_warning

Show warning indicators when transforming objects and bones if auto keying is enabled

TYPE:

boolean, default True

use_cursor_lock_adjust

Place the cursor without 'jumping' to the new location (when lock-to-cursor is used)

TYPE:

boolean, default True

use_duplicate_action

Causes actions to be duplicated with the data-blocks

TYPE:

boolean, default True

use_duplicate_armature

Causes armature data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_camera

Causes camera data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_curve

Causes curve data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_curves

Causes curves data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_grease_pencil

Causes grease pencil data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_lattice

Causes lattice data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_light

Causes light data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_lightprobe

Causes light probe data to be duplicated with the object

TYPE:

boolean, default True

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 True

use_duplicate_metaball

Causes metaball data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_node_tree

Make copies of node groups when duplicating nodes in the node editor

TYPE:

boolean, default False

use_duplicate_particle

Causes particle systems to be duplicated with the object

TYPE:

boolean, default False

use_duplicate_pointcloud

Causes point cloud data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_speaker

Causes speaker data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_surface

Causes surface data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_text

Causes text data to be duplicated with the object

TYPE:

boolean, default True

use_duplicate_volume

Causes volume 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:

TYPE:

boolean, default False

use_fcurve_high_quality_drawing

Draw F-Curves using Anti-Aliasing (disable for better performance)

TYPE:

boolean, default True

use_global_undo

Global undo works by keeping a full copy of the file itself in memory, so takes extra memory

TYPE:

boolean, default True

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 True

use_keyframe_insert_available

Insert Keyframes only for properties that are already animated

TYPE:

boolean, default False

use_keyframe_insert_needed

When keying manually, skip inserting keys that don't affect the animation

TYPE:

boolean, default False

use_mouse_depth_cursor

Use the surface depth for cursor placement

TYPE:

boolean, default True

use_negative_frames

Current frame number can be manually set to a negative value

TYPE:

boolean, default True

use_sequencer_simplified_tweaking

Allows dragging handles without selecting them first

TYPE:

boolean, default True

use_text_edit_auto_close

Automatically close relevant character pairs when typing in the text editor

TYPE:

boolean, default False

use_visual_keying

Use Visual keying automatically for constrained objects

Use 'Visual Keying' automatically for constrained objects

TYPE:

boolean, default False

classmethod bl_rna_get_subclass(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

`bpy.types.Struct` subclass

classmethod bl_rna_get_subclass_py(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.id_properties_clear`
- `bpy_struct.id_properties_ensure`
- `bpy_struct.id_properties_ui`
- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

References

- `Preferences.edit`