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PreferencesExperimental(bpy_struct)

base class — `bpy_struct`

class `bpy.types.PreferencesExperimental(bpy_struct)`

Experimental features

override_auto_resync

Disable library overrides automatic resync detection and process on file load (can be useful to help fixing broken files). Also see the *—disable-liboverride-auto-resync* command line option

TYPE:

boolean, default False

show_asset_debug_info

Enable some extra fields in the Asset Browser to aid in debugging

TYPE:

boolean, default False

use_all_linked_data_direct

Forces all linked data to be considered as directly linked. Workaround for current issues/limitations in BAT (Blender studio pipeline tool)

TYPE:

boolean, default False

use_asset_indexing

Disable the asset indexer, to force every asset library refresh to completely reread assets from disk

TYPE:

boolean, default False

use_cycles_debug

Enable Cycles debugging options for developers

TYPE:

boolean, default False

use_eevee_debug

Enable EEVEE debugging options for developers

TYPE:

boolean, default False

use_extended_asset_browser

Enable Asset Browser editor and operators to manage regular data-blocks as assets, not just poses

TYPE:

boolean, default False

use_extensions_debug

Extra debugging information & developer support utilities for extensions

TYPE:

boolean, default False

use_new_curves_tools

Enable additional features for the new curves data block

TYPE:

boolean, default False

use_new_file_import_nodes

Enables visibility of the new File Import nodes in the UI

TYPE:

boolean, default False

use_new_point_cloud_type

Enable the new point cloud type in the ui

TYPE:

boolean, default False

use_new_volume_nodes

Enables visibility of the new Volume nodes in the UI

TYPE:

boolean, default False

use_recompute_usercount_on_save_debug

Recompute all ID usercounts before saving to a blendfile. Allows to work around invalid usercount handling in code that may lead to loss of data due to wrongly detected unused data-blocks

TYPE:

boolean, default False

use_sculpt_texture_paint

Use texture painting in Sculpt Mode

TYPE:

boolean, default False

use_sculpt_tools_tilt

Support for pen tablet tilt events in Sculpt Mode

TYPE:

boolean, default False

use_shader_node_previews

Enables previews in the shader node editor

TYPE:

boolean, default False

use_undo_legacy

Use legacy undo (slower than the new default one, but may be more stable in some cases)

TYPE:

boolean, default False

use_viewport_debug

Enable viewport debugging options for developers in the overlays pop-over

TYPE:

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.experimental`