

- [u](#) ([bpy.types.MaskSplinePointUW](#) attribute)
 - ([freestyle.types.CurvePointIterator](#) attribute)
 - ([freestyle.types.Interface0DIterator](#) attribute)
 - ([freestyle.types.StrokeVertex](#) attribute)
 - ([freestyle.types.StrokeVertexIterator](#) attribute)
 - ([freestyle.types.SVertexIterator](#) attribute)
- [UDIMTile](#) (class in [bpy.types](#))
- [UDIMTile.channels](#) (in module [bpy.types](#))
- [UDIMTile.is_generated_tile](#) (in module [bpy.types](#))
- [UDIMTile.size](#) (in module [bpy.types](#))
- [UDIMTiles](#) (class in [bpy.types](#))
- [ui_line_width](#) ([bpy.types.PreferencesView](#) attribute)
- [ui_list](#) (in module [bpy.context](#))
- [ui_mode](#) ([bpy.types.SpaceDopeSheetEditor](#) attribute)
 - ([bpy.types.SpaceImageEditor](#) attribute)
- [ui_scale](#) ([bpy.types.PreferencesView](#) attribute)
- [ui_shortcut](#) ([bpy.types.CompositorNodeViewer](#) attribute)
- [ui_type](#) ([bpy.types.Area](#) attribute)
 - ([bpy.types.DynamicPaintModifier](#) attribute)
- [UI_UL_list](#) (class in [bpy.types](#))
- [ui_units_x](#) ([bpy.types.UILayout](#) attribute)
- [ui_units_y](#) ([bpy.types.UILayout](#) attribute)
- [UILayout](#) (class in [bpy.types](#))
- [UILayout.direction](#) (in module [bpy.types](#))
- [UList](#) (class in [bpy.types](#))
- [UList.bitflag_filter_item](#) (in module [bpy.types](#))
- [UList.layout_type](#) (in module [bpy.types](#))
- [UList.list_id](#) (in module [bpy.types](#))
- [UIPieMenu](#) (class in [bpy.types](#))
- [UIPieMenu.layout](#) (in module [bpy.types](#))
- [UIPopover](#) (class in [bpy.types](#))
- [UIPopover.layout](#) (in module [bpy.types](#))
- [UIPopupMenu](#) (class in [bpy.types](#))
- [UIPopupMenu.layout](#) (in module [bpy.types](#))
- [UnaryFunction0D](#) (class in [freestyle.types](#))
- [UnaryFunction0DDouble](#) (class in [freestyle.types](#))
- [UnaryFunction0DEdgeNature](#) (class in [freestyle.types](#))
- [UnaryFunction0DFloat](#) (class in [freestyle.types](#))
- [UnaryFunction0DId](#) (class in [freestyle.types](#))
- [UnaryFunction0DMaterial](#) (class in [freestyle.types](#))
- [UnaryFunction0DUnsigned](#) (class in [freestyle.types](#))
- [UnaryFunction0DVec2f](#) (class in [freestyle.types](#))
- [UnaryFunction0DVec3f](#) (class in [freestyle.types](#))
- [UnaryFunction0DVectorViewShape](#) (class in [freestyle.types](#))
- [UnaryFunction0DViewShape](#) (class in [freestyle.types](#))
- [UnaryFunction1D](#) (class in [freestyle.types](#))
- [UnaryFunction1DDouble](#) (class in [freestyle.types](#))
- [UnaryFunction1DEdgeNature](#) (class in [freestyle.types](#))
- [UnaryFunction1DFloat](#) (class in [freestyle.types](#))
- [UnaryFunction1DUnsigned](#) (class in [freestyle.types](#))
- [UnaryFunction1DVec2f](#) (class in [freestyle.types](#))
- [UnaryFunction1DVec3f](#) (class in [freestyle.types](#))
- [UnaryFunction1DVectorViewShape](#) (class in [freestyle.types](#))
- [use_live_edit](#) ([bpy.types.SpaceTextEditor](#) attribute)
- [use_live_unwrap](#) ([bpy.types.SpaceUVEditor](#) attribute)
- [use_load_ui](#) ([bpy.types.PreferencesFilePaths](#) attribute)
- [use_local_camera](#) ([bpy.types.SpaceView3D](#) attribute)
- [use_local_collections](#) ([bpy.types.SpaceView3D](#) attribute)
- [use_local_location](#) ([bpy.types.Bone](#) attribute)
 - ([bpy.types.EditBone](#) attribute)
- [use_location](#) ([bpy.types.KinematicConstraint](#) attribute)
- [use_location_x](#) ([bpy.types.ChildOfConstraint](#) attribute)
- [use_location_y](#) ([bpy.types.ChildOfConstraint](#) attribute)
- [use_location_z](#) ([bpy.types.ChildOfConstraint](#) attribute)
- [use_lock_interface](#) ([bpy.types.RenderSettings](#) attribute)
- [use_lock_relative](#) ([bpy.types.ToolSettings](#) attribute)
- [use_locked_size](#) ([bpy.types.Brush](#) attribute)
 - ([bpy.types.UnifiedPaintSettings](#) attribute)
- [use_loop_data](#) ([bpy.types.DataTransferModifier](#) attribute)
- [use_loose](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
 - ([bpy.types.MeshSkinVertex](#) attribute)
- [use_loose_as_contour](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
- [use_loose_edge_chain](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
- [use_lossless_output](#) ([bpy.types.FFmpegSettings](#) attribute)
- [use_make_uniform](#) ([bpy.types.CopyScaleConstraint](#) attribute)
- [use_manual_calibration](#) ([bpy.types.SpaceClipEditor](#) attribute)
- [use_map_alpha](#) ([bpy.types.LineStyleTextureSlot](#) attribute)
- [use_map_clump](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_color_diffuse](#) ([bpy.types.LineStyleTextureSlot](#) attribute)
- [use_map_damp](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_density](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_field](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_gravity](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_kink_amp](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_kink_freq](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_length](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_life](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_rough](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_size](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_taper](#) ([bpy.types.Curve](#) attribute)
- [use_map_time](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_twist](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_map_velocity](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [use_margin](#) ([bpy.types.RigidBodyObject](#) attribute)
- [use_marker_sync](#) ([bpy.types.SpaceDopeSheetEditor](#) attribute)
 - ([bpy.types.SpaceSequenceEditor](#) attribute)
- [use_mask](#) ([bpy.types.MovieTrackingTrack](#) attribute)
- [use_masks](#) ([bpy.types.GreasePencilLayer](#) attribute)
 - ([bpy.types.GreasePencilLayerGroup](#) attribute)
- [use_match_case](#) ([bpy.types.SpaceTextEditor](#) attribute)
- [use_material](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
- [use_material_boundaries](#) ([bpy.types.FreestyleSettings](#) attribute)

- [UnaryFunction1DVoid](#) (class in [freestyle.types](#))
- [UnaryPredicate0D](#) (class in [freestyle.types](#))
- [UnaryPredicate1D](#) (class in [freestyle.types](#))
- [unassign\(\)](#) ([bpy.types.BoneCollection](#) method)
- [unassociate_blend\(\)](#) (in module [bpy.ops.preferences](#))
- [unbind\(\)](#) ([gpu.types.GPUOffScreen](#) method)
 - (in module [gpu.shader](#))
- [unbind_display_space_shader\(\)](#) ([bpy.types.RenderEngine](#) method)
- [underline_height](#) ([bpy.types.TextCurve](#) attribute)
- [underline_position](#) ([bpy.types.TextCurve](#) attribute)
- [undistort](#) ([bpy.types.MovieClipStrip](#) attribute)
- [undo\(\)](#) (in module [bpy.ops.ed](#))
- [undo_history\(\)](#) (in module [bpy.ops.ed](#))
- [undo_memory_limit](#) ([bpy.types.PreferencesEdit](#) attribute)
- [undo_post](#) (in module [bpy.app.handlers](#))
- [undo_pre](#) (in module [bpy.app.handlers](#))
- [undo_push\(\)](#) (in module [bpy.ops.ed](#))
- [undo_redo\(\)](#) (in module [bpy.ops.ed](#))
- [undo_steps](#) ([bpy.types.PreferencesEdit](#) attribute)
- [unescape_identifier\(\)](#) (in module [bpy.utils](#))
- [unhide_all\(\)](#) (in module [bpy.ops.outliner](#))
- [UnifiedPaintSettings](#) (class in [bpy.types](#))
- [uniform_block\(\)](#) ([gpu.types.GPUShader](#) method)
- [uniform_block_from_name\(\)](#) ([gpu.types.GPUShader](#) method)
- [uniform_bool\(\)](#) ([gpu.types.GPUShader](#) method)
- [uniform_buf\(\)](#) ([gpu.types.GPUShaderCreateInfo](#) method)
- [uniform_float\(\)](#) ([gpu.types.GPUShader](#) method)
- [uniform_from_name\(\)](#) ([gpu.types.GPUShader](#) method)
- [uniform_int\(\)](#) ([gpu.types.GPUShader](#) method)
- [uniform_pressure_force](#) ([bpy.types.ClothSettings](#) attribute)
- [uniform_sampler\(\)](#) ([gpu.types.GPUShader](#) method)
- [uniform_vector_float\(\)](#) ([gpu.types.GPUShader](#) method)
- [uniform_vector_int\(\)](#) ([gpu.types.GPUShader](#) method)
- [uniformity](#) ([bpy.types.CompositorNodeKuwahara](#) attribute)
- [unify_length\(\)](#) (in module [bpy.ops.particle](#))
- [unindent\(\)](#) (in module [bpy.ops.console](#))
 - (in module [bpy.ops.text](#))
- [unique_name\(\)](#) (in module [bpy_extras.io_utils](#))
- [unit_test_compare\(\)](#) ([bpy.types.Curves](#) method)
 - ([bpy.types.Mesh](#) method)
- [units](#) ([bpy.types.MovieTrackingCamera](#) attribute)
- [UnitSettings](#) (class in [bpy.types](#))
- [UnknownType](#) (class in [bpy.types](#))
- [unlink\(\)](#) ([bpy.types.CollectionChildren](#) method)
 - ([bpy.types.CollectionObjects](#) method)
 - (in module [bpy.ops.action](#))
 - (in module [bpy.ops.font](#))
 - (in module [bpy.ops.text](#))
- [unlink_data\(\)](#) (in module [bpy.ops.object](#))
- [unload\(\)](#) ([bpy.types.VolumeGrid](#) method)
 - ([bpy.types.VolumeGrids](#) method)
 - (in module [blf](#))
- [unlock\(\)](#) ([aud.Device](#) method)
 - (in module [bpy.ops.sequencer](#))
- [unmute\(\)](#) (in module [bpy.ops.sequencer](#))
- [unpack\(\)](#) ([bpy.types.Image](#) method)
- [use_material_mask](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
 - ([bpy.types.MaterialLineArt](#) attribute)
- [use_material_mask_bits](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
 - ([bpy.types.MaterialLineArt](#) attribute)
- [use_material_mask_match](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
- [use_material_pass_filter](#) ([bpy.types.GreasePencilArrayModifier](#) attribute)
 - ([bpy.types.GreasePencilBuildModifier](#) attribute)
 - ([bpy.types.GreasePencilColorModifier](#) attribute)
 - ([bpy.types.GreasePencilDashModifierData](#) attribute)
 - ([bpy.types.GreasePencilEnvelopeModifier](#) attribute)
 - ([bpy.types.GreasePencilHookModifier](#) attribute)
 - ([bpy.types.GreasePencilLatticeModifier](#) attribute)
 - ([bpy.types.GreasePencilLengthModifier](#) attribute)
 - ([bpy.types.GreasePencilMirrorModifier](#) attribute)
 - ([bpy.types.GreasePencilMultiplyModifier](#) attribute)
 - ([bpy.types.GreasePencilNoiseModifier](#) attribute)
 - ([bpy.types.GreasePencilOffsetModifier](#) attribute)
 - ([bpy.types.GreasePencilOpacityModifier](#) attribute)
 - ([bpy.types.GreasePencilOutlineModifier](#) attribute)
 - ([bpy.types.GreasePencilShrinkwrapModifier](#) attribute)
 - ([bpy.types.GreasePencilSimplifyModifier](#) attribute)
 - ([bpy.types.GreasePencilSmoothModifier](#) attribute)
 - ([bpy.types.GreasePencilSubdivModifier](#) attribute)
 - ([bpy.types.GreasePencilTextureModifier](#) attribute)
 - ([bpy.types.GreasePencilThickModifierData](#) attribute)
 - ([bpy.types.GreasePencilTintModifier](#) attribute)
 - ([bpy.types.GreasePencilWeightAngleModifier](#) attribute)
 - ([bpy.types.GreasePencilWeightProximityModifier](#) attribute)
- [use_material_pin](#) ([bpy.types.BrushGpencilSettings](#) attribute)
- [use_max](#) ([bpy.types.CompositorNodeMapValue](#) attribute)
 - ([bpy.types.TexMapping](#) attribute)
- [use_max_b_frames](#) ([bpy.types.FFMpegSettings](#) attribute)
- [use_max_distance](#) ([bpy.types.DataTransferModifier](#) attribute)
 - ([bpy.types.FieldSettings](#) attribute)
- [use_max_x](#) ([bpy.types.FModifierLimits](#) attribute)
 - ([bpy.types.LimitLocationConstraint](#) attribute)
 - ([bpy.types.LimitScaleConstraint](#) attribute)
- [use_max_y](#) ([bpy.types.FModifierLimits](#) attribute)
 - ([bpy.types.LimitLocationConstraint](#) attribute)
 - ([bpy.types.LimitScaleConstraint](#) attribute)
- [use_max_z](#) ([bpy.types.LimitLocationConstraint](#) attribute)
 - ([bpy.types.LimitScaleConstraint](#) attribute)
- [use_memory_cache](#) ([bpy.types.Sound](#) attribute)
- [use_merge_vertices](#) ([bpy.types.ArrayModifier](#) attribute)
 - ([bpy.types.ScrewModifier](#) attribute)
- [use_merge_vertices_cap](#) ([bpy.types.ArrayModifier](#) attribute)
- [use_mesh](#) ([bpy.types.FluidDomainSettings](#) attribute)
- [use_mesh_automerge](#) ([bpy.types.ToolSettings](#) attribute)
- [use_mesh_automerge_and_split](#) ([bpy.types.ToolSettings](#) attribute)
- [use_mesh_mirror_x](#) ([bpy.types.Object](#) attribute)
- [use_mesh_mirror_y](#) ([bpy.types.Object](#) attribute)
- [use_mesh_mirror_z](#) ([bpy.types.Object](#) attribute)

- (bpy.types.Sound method)
- (bpy.types.VectorFont method)
- (in module bpy.ops.image)
- (in module bpy.ops.sound)
- unpack_all() (in module bpy.ops.file)
- unpack_face_list() (in module bpy_extras.io_utils)
- unpack_item() (in module bpy.ops.file)
- unpack_libraries() (in module bpy.ops.file)
- unpack_list() (in module bpy_extras.io_utils)
- unprojected_radius (bpy.types.Brush attribute)
 - (bpy.types.UnifiedPaintSettings attribute)
- unregister() (in module bpy.app.timers)
 - (in module bpy.app.translations)
- unregister_class() (in module bpy.utils)
- unregister_cli_command() (in module bpy.utils)
- unregister_manual_map() (in module bpy.utils)
- unregister_preset_path() (in module bpy.utils)
- unregister_tool() (in module bpy.utils)
- unset_property_button() (in module bpy.ops.ui)
- unspill_blue (bpy.types.CompositorNodeColorSpill attribute)
- unspill_green (bpy.types.CompositorNodeColorSpill attribute)
- unspill_red (bpy.types.CompositorNodeColorSpill attribute)
- unsubdivide() (in module bmesh.ops)
 - (in module bpy.ops.mesh)
- unwrap() (in module bpy.ops.uv)
- up_axis (bpy.types.CacheFile attribute)
 - (bpy.types.FollowPathConstraint attribute)
 - (bpy.types.MeshCacheModifier attribute)
 - (bpy.types.Object attribute)
 - (bpy.types.TrackToConstraint attribute)
- update() (bpy.types.CompositorNode method)
 - (bpy.types.CompositorNodeAlphaOver method)
 - (bpy.types.CompositorNodeAntiAliasing method)
 - (bpy.types.CompositorNodeBilateralBlur method)
 - (bpy.types.CompositorNodeBlur method)
 - (bpy.types.CompositorNodeBokehBlur method)
 - (bpy.types.CompositorNodeBokehImage method)
 - (bpy.types.CompositorNodeBoxMask method)
 - (bpy.types.CompositorNodeBrightContrast method)
 - (bpy.types.CompositorNodeChannelMatte method)
 - (bpy.types.CompositorNodeChromaMatte method)
 - (bpy.types.CompositorNodeColorBalance method)
 - (bpy.types.CompositorNodeColorCorrection method)
 - (bpy.types.CompositorNodeColorMatte method)
 - (bpy.types.CompositorNodeColorSpill method)
 - (bpy.types.CompositorNodeCombHSVA method)
 - (bpy.types.CompositorNodeCombineColor method)
 - (bpy.types.CompositorNodeCombineXYZ method)
 - (bpy.types.CompositorNodeCombRGBA method)
 - (bpy.types.CompositorNodeCombYCCA method)
 - (bpy.types.CompositorNodeCombYUVA method)
 - (bpy.types.CompositorNodeComposite method)
 - (bpy.types.CompositorNodeConvertColorSpace method)
 - (bpy.types.CompositorNodeCornerPin method)
 - (bpy.types.CompositorNodeCrop method)
 - (bpy.types.CompositorNodeCryptomatte method)
 - (bpy.types.CompositorNodeCryptomatteV2 method)
- use_min (bpy.types.CompositorNodeMap Value attribute)
 - (bpy.types.TexMapping attribute)
- use_min_distance (bpy.types.FieldSettings attribute)
- use_min_x (bpy.types.FModifierLimits attribute)
 - (bpy.types.LimitLocationConstraint attribute)
 - (bpy.types.LimitScaleConstraint attribute)
- use_min_y (bpy.types.FModifierLimits attribute)
 - (bpy.types.LimitLocationConstraint attribute)
 - (bpy.types.LimitScaleConstraint attribute)
- use_min_z (bpy.types.LimitLocationConstraint attribute)
 - (bpy.types.LimitScaleConstraint attribute)
- use_mipmap (bpy.types.ImageTexture attribute)
- use_mipmap_gauss (bpy.types.ImageTexture attribute)
- use_mirror_merge (bpy.types.MirrorModifier attribute)
- use_mirror_relative (bpy.types.Pose attribute)
- use_mirror_topology (bpy.types.Mesh attribute)
- use_mirror_u (bpy.types.MirrorModifier attribute)
- use_mirror_udim (bpy.types.MirrorModifier attribute)
- use_mirror_v (bpy.types.MirrorModifier attribute)
- use_mirror_vertex_groups (bpy.types.Mesh attribute)
 - (bpy.types.MirrorModifier attribute)
- use_mirror_x (bpy.types.Armature attribute)
 - (bpy.types.Curves attribute)
 - (bpy.types.ImageTexture attribute)
 - (bpy.types.Mesh attribute)
 - (bpy.types.Pose attribute)
- use_mirror_y (bpy.types.Curves attribute)
 - (bpy.types.ImageTexture attribute)
 - (bpy.types.Mesh attribute)
- use_mirror_z (bpy.types.Curves attribute)
 - (bpy.types.Mesh attribute)
- use_mist (bpy.types.WorldMistSettings attribute)
- use_modifier_stack (bpy.types.ParticleSettings attribute)
- use_module (bpy.types.Text attribute)
- use_mono (bpy.types.Sound attribute)
- use_motion_blur (bpy.types.CompositorNodeMask attribute)
 - (bpy.types.CompositorNodePlaneTrackDeform attribute)
 - (bpy.types.RenderSettings attribute)
 - (bpy.types.ViewLayer attribute)
- use_motion_extrapolate (bpy.types.TransformConstraint attribute)
- use_motor_ang (bpy.types.RigidBodyConstraint attribute)
- use_motor_lin (bpy.types.RigidBodyConstraint attribute)
- use_mouse_continuous (bpy.types.PreferencesInput attribute)
- use_mouse_depth_cursor (bpy.types.PreferencesEdit attribute)
- use_mouse_depth_navigate (bpy.types.PreferencesInput attribute)
- use_mouse_emulate_3_button (bpy.types.PreferencesInput attribute)
- use_mouse_over_open (bpy.types.PreferencesView attribute)
- use_mouse_reverse (bpy.types.WalkNavigation attribute)
- use_multi_modifier (bpy.types.ArmatureModifier attribute)
- use_multi_word_filter (bpy.types.DopeSheet attribute)
- use_multiframe_falloff (bpy.types.GPencilSculptSettings attribute)
- use_multipaint (bpy.types.ToolSettings attribute)
- use_multiplane_scrape_dynamic (bpy.types.Brush attribute)
- use_multiple_levels (bpy.types.GreasePencilLineartModifier attribute)
- use_multiple_springs (bpy.types.FieldSettings attribute)

- (bpy.types.CompositorNodeCurveRGB method)
- (bpy.types.CompositorNodeCurveVec method)
- (bpy.types.CompositorNodeCustomGroup method)
- (bpy.types.CompositorNodeDBlur method)
- (bpy.types.CompositorNodeDefocus method)
- (bpy.types.CompositorNodeDenoise method)
- (bpy.types.CompositorNodeDespeckle method)
- (bpy.types.CompositorNodeDiffMatte method)
- (bpy.types.CompositorNodeDilateErode method)
- (bpy.types.CompositorNodeDisplace method)
- (bpy.types.CompositorNodeDistanceMatte method)
- (bpy.types.CompositorNodeDoubleEdgeMask method)
- (bpy.types.CompositorNodeEllipseMask method)
- (bpy.types.CompositorNodeExposure method)
- (bpy.types.CompositorNodeFilter method)
- (bpy.types.CompositorNodeFlip method)
- (bpy.types.CompositorNodeGamma method)
- (bpy.types.CompositorNodeGlare method)
- (bpy.types.CompositorNodeGroup method)
- (bpy.types.CompositorNodeHueCorrect method)
- (bpy.types.CompositorNodeHueSat method)
- (bpy.types.CompositorNodeIDMask method)
- (bpy.types.CompositorNodeImage method)
- (bpy.types.CompositorNodeInpaint method)
- (bpy.types.CompositorNodeInvert method)
- (bpy.types.CompositorNodeKeying method)
- (bpy.types.CompositorNodeKeyingScreen method)
- (bpy.types.CompositorNodeKuwahara method)
- (bpy.types.CompositorNodeLensdist method)
- (bpy.types.CompositorNodeLevels method)
- (bpy.types.CompositorNodeLumaMatte method)
- (bpy.types.CompositorNodeMapRange method)
- (bpy.types.CompositorNodeMapUV method)
- (bpy.types.CompositorNodeMapValue method)
- (bpy.types.CompositorNodeMask method)
- (bpy.types.CompositorNodeMath method)
- (bpy.types.CompositorNodeMixRGB method)
- (bpy.types.CompositorNodeMovieClip method)
- (bpy.types.CompositorNodeMovieDistortion method)
- (bpy.types.CompositorNodeNormal method)
- (bpy.types.CompositorNodeNormalize method)
- (bpy.types.CompositorNodeOutputFile method)
- (bpy.types.CompositorNodePixelate method)
- (bpy.types.CompositorNodePlaneTrackDeform method)
- (bpy.types.CompositorNodePosterize method)
- (bpy.types.CompositorNodePremulKey method)
- (bpy.types.CompositorNodeRGB method)
- (bpy.types.CompositorNodeRGBToBW method)
- (bpy.types.CompositorNodeRLayers method)
- (bpy.types.CompositorNodeRotate method)
- (bpy.types.CompositorNodeScale method)
- (bpy.types.CompositorNodeSceneTime method)
- (bpy.types.CompositorNodeSeparateColor method)
- (bpy.types.CompositorNodeSeparateXYZ method)
- (bpy.types.CompositorNodeSepHSVA method)
- (bpy.types.CompositorNodeSepRGBA method)

- use_multiply (bpy.types.GreasePencilWeightAngleModifier attribute)
 - (bpy.types.GreasePencilWeightProximityModifier attribute)
- use_multiply_size_mass (bpy.types.ParticleSettings attribute)
- use_multitouch_gestures (bpy.types.PreferencesInput attribute)
- use_multiview (bpy.types.Image attribute)
 - (bpy.types.ImageStrip attribute)
 - (bpy.types.MovieStrip attribute)
 - (bpy.types.RenderSettings attribute)
- use_mute_footage (bpy.types.SpaceClipEditor attribute)
- use_negative (bpy.types.MetaElement attribute)
- use_negative_direction (bpy.types.GreasePencilShrinkwrapModifier attribute)
 - (bpy.types.ShrinkwrapModifier attribute)
- use_negative_frames (bpy.types.PreferencesEdit attribute)
- use_negative_volume (bpy.types.DynamicPaintBrushSettings attribute)
- use_new_curves_tools (bpy.types.PreferencesExperimental attribute)
- use_new_file_import_nodes (bpy.types.PreferencesExperimental attribute)
- use_new_point_cloud_type (bpy.types.PreferencesExperimental attribute)
- use_new_volume_nodes (bpy.types.PreferencesExperimental attribute)
- use_nla (bpy.types.AnimData attribute)
- use_node_format (bpy.types.NodeOutputFileSlotFile attribute)
- use_nodes (bpy.types.FreestyleLineStyle attribute)
 - (bpy.types.Light attribute)
 - (bpy.types.Material attribute)
 - (bpy.types.Scene attribute)
 - (bpy.types.Texture attribute)
 - (bpy.types.World attribute)
- use_noise (bpy.types.FluidDomainSettings attribute)
- use_normal (bpy.types.CollisionSettings attribute)
 - (bpy.types.ParticleInstanceModifier attribute)
 - (bpy.types.WaveModifier attribute)
- use_normal_calculate (bpy.types.ScrewModifier attribute)
- use_normal_falloff (bpy.types.ImagePaint attribute)
- use_normal_flip (bpy.types.ScrewModifier attribute)
- use_normal_map (bpy.types.ImageTexture attribute)
- use_normal_x (bpy.types.WaveModifier attribute)
- use_normal_y (bpy.types.WaveModifier attribute)
- use_normal_z (bpy.types.WaveModifier attribute)
- use_normalization (bpy.types.MovieTrackingTrack attribute)
 - (bpy.types.SpaceGraphEditor attribute)
- use_normalized (bpy.types.LaplacianSmoothModifier attribute)
- use_normals (bpy.types.OceanModifier attribute)
- use_normals_constant_screen_size (bpy.types.View3DOverlay attribute)
- use_numeric_input_advanced (bpy.types.PreferencesInput attribute)
- use_object (bpy.types.ShaderFxShadow attribute)
- use_object_coords (bpy.types.FieldSettings attribute)
- use_object_instances (bpy.types.GreasePencilLineartModifier attribute)

- (bpy.types.CompositorNodeSepYCCA method)
- (bpy.types.CompositorNodeSepYUVA method)
- (bpy.types.CompositorNodeSetAlpha method)
- (bpy.types.CompositorNodeSplit method)
- (bpy.types.CompositorNodeStabilize method)
- (bpy.types.CompositorNodeSunBeams method)
- (bpy.types.CompositorNodeSwitch method)
- (bpy.types.CompositorNodeSwitchView method)
- (bpy.types.CompositorNodeTexture method)
- (bpy.types.CompositorNodeTime method)
- (bpy.types.CompositorNodeTonemap method)
- (bpy.types.CompositorNodeTrackPos method)
- (bpy.types.CompositorNodeTransform method)
- (bpy.types.CompositorNodeTranslate method)
- (bpy.types.CompositorNodeValToRGB method)
- (bpy.types.CompositorNodeValue method)
- (bpy.types.CompositorNodeVecBlur method)
- (bpy.types.CompositorNodeViewer method)
- (bpy.types.CompositorNodeZcombine method)
- (bpy.types.CurveMapping method)
- (bpy.types.CurveProfile method)
- (bpy.types.Depsgraph method)
- (bpy.types.FCurve method)
- (bpy.types.HydraRenderEngine method)
- (bpy.types.Image method)
- (bpy.types.KeyConfigurations method)
- (bpy.types.Mesh method)
- (bpy.types.Node method)
- (bpy.types.NodeInternal method)
- (bpy.types.NodeTree method)
- (bpy.types.RegionView3D method)
- (bpy.types.RenderEngine method)
- (bpy.types.ViewLayer method)
- (gpu.types.GPUUniformBuf method)
- (idprop.types.IDPropertyGroup method)
- update_animated_transform_constraints() (in module bpy.ops.anim)
- update_animation_flags() (in module bpy.ops.sound)
- update_autoflags() (bpy.types.FCurve method)
- update_edit_mesh() (in module bmesh)
- update_fedges() (freestyle.types.ViewEdge method)
- update_from_editmode() (bpy.types.Object method)
- update_gpu_tag() (bpy.types.Curve method)
 - (bpy.types.Lattice method)
 - (bpy.types.Mesh method)
 - (bpy.types.MetaBall method)
- update_image_from_plane_marker() (in module bpy.ops.clip)
- update_length() (freestyle.types.Stroke method)
- update_memory_stats() (bpy.types.RenderEngine method)
- update_method (bpy.types.MetaBall attribute)
- update_progress() (bpy.types.RenderEngine method)
- update_render_engine() (bpy.types.Scene class method)
- update_render_passes() (bpy.types.RenderEngine method)
 - (bpy.types.ViewLayer class method)
- update_result() (bpy.types.RenderEngine method)
- update_script_node() (bpy.types.RenderEngine method)
- update_stats() (bpy.types.RenderEngine method)
- undate_tag() (bpy.types.ID method)
- use_object_offset (bpy.types.ArrayModifier attribute)
 - (bpy.types.GreasePencilArrayModifier attribute)
- use_object_screw_offset (bpy.types.ScrewModifier attribute)
- use_object_transform (bpy.types.DataTransferModifier attribute)
- use_occlude (bpy.types.ImagePaint attribute)
- use_occlude_eraser (bpy.types.BrushGpencilSettings attribute)
- use_offset (bpy.types.CopyLocationConstraint attribute)
 - (bpy.types.CopyRotationConstraint attribute)
 - (bpy.types.CopyScaleConstraint attribute)
- use_offset_absolute (bpy.types.CurvePaintSettings attribute)
- use_offset_pressure (bpy.types.Brush attribute)
- use_offset_towards_custom_camera (bpy.types.GreasePencilLinearModifier attribute)
- use_on_land (bpy.types.BoidRule attribute)
- use_onion_fade (bpy.types.GreasePencilv3 attribute)
- use_onion_loop (bpy.types.GreasePencilv3 attribute)
- use_onion_skinning (bpy.types.GreasePencilLayer attribute)
 - (bpy.types.GreasePencilLayerGroup attribute)
- use_online_access (bpy.types.PreferencesSystem attribute)
- use_online_access_handled (bpy.types.PreferencesExtensions attribute)
- use_only_boost (bpy.types.GlowStrip attribute)
- use_only_selected_keyframe_handles (bpy.types.SpaceGraphEditor attribute)
- use_only_smooth (bpy.types.CorrectiveSmoothModifier attribute)
- use_operator_tool_properties (bpy.types.Gizmo attribute)
- use_original_normal (bpy.types.Brush attribute)
- use_original_plane (bpy.types.Brush attribute)
- use_original_scale (bpy.types.SplineIKConstraint attribute)
- use_outline (bpy.types.TextStrip attribute)
- use_output_a (bpy.types.DynamicPaintSurface attribute)
- use_output_b (bpy.types.DynamicPaintSurface attribute)
- use_output_vertex_group_match_by_name (bpy.types.GreasePencilLinearModifier attribute)
- use_outside (bpy.types.Lattice attribute)
- use_overlap_edge_type_support (bpy.types.GreasePencilLinearModifier attribute)
- use_overlap_strokes (bpy.types.MaterialGPencilStyle attribute)
- use_overlay_frame_lock (bpy.types.SequenceEditor attribute)
- use_overlay_smooth_wire (bpy.types.PreferencesSystem attribute)
- use_override_solver_iterations (bpy.types.RigidBodyConstraint attribute)
- use_overscan (bpy.types.SceneEVEVE attribute)
- use_overwrite (bpy.types.RenderSettings attribute)
 - (bpy.types.SpaceTextEditor attribute)
 - (bpy.types.StripProxy attribute)
- use_paint_antialiasing (bpy.types.Brush attribute)
- use_paint_bone_selection (bpy.types.Mesh attribute)
- use_paint_erase (bpy.types.DynamicPaintBrushSettings attribute)
- use_paint_grease_pencil (bpy.types.Brush attribute)
- use_paint_image (bpy.types.Brush attribute)
- use_paint_mask (bpy.types.Mesh attribute)
- use_paint_mask_vertex (bpy.types.Mesh attribute)
- use_paint_sculpt (bpy.types.Brush attribute)
- use_paint_sculpt_curves (bpy.types.Brush attribute)
- use_paint_uv_sculpt (bpy.types.Brush attribute)
- use_paint_vertex (bpy.types.Brush attribute)

[url_open\(\) \(in module bpy.ops.wm\)](#)

- [url_open_preset\(\) \(in module bpy.ops.wm\)](#)
- [usage \(bpy.types.ObjectLineArt attribute\)](#)
- [usd \(in module bpy.app\)](#)
- [usd_export\(\) \(in module bpy.ops.wm\)](#)
- [usd_import\(\) \(in module bpy.ops.wm\)](#)
- [USDHook \(class in bpy.types\)](#)
- [use \(bpy.types.CollisionSettings attribute\)](#)
 - [\(bpy.types.FreestyleModuleSettings attribute\)](#)
 - [\(bpy.types.LineStyleAlphaModifier_AlongStroke attribute\)](#)
 - [\(bpy.types.LineStyleAlphaModifier_CreaseAngle attribute\)](#)
 - [\(bpy.types.LineStyleAlphaModifier_Curvature_3D attribute\)](#)
 - [\(bpy.types.LineStyleAlphaModifier_DistanceFromCamera attribute\)](#)
 - [\(bpy.types.LineStyleAlphaModifier_DistanceFromObject attribute\)](#)
 - [\(bpy.types.LineStyleAlphaModifier_Material attribute\)](#)
 - [\(bpy.types.LineStyleAlphaModifier_Noise attribute\)](#)
 - [\(bpy.types.LineStyleAlphaModifier_Tangent attribute\)](#)
 - [\(bpy.types.LineStyleColorModifier_AlongStroke attribute\)](#)
 - [\(bpy.types.LineStyleColorModifier_CreaseAngle attribute\)](#)
 - [\(bpy.types.LineStyleColorModifier_Curvature_3D attribute\)](#)
 - [\(bpy.types.LineStyleColorModifier_DistanceFromCamera attribute\)](#)
 - [\(bpy.types.LineStyleColorModifier_DistanceFromObject attribute\)](#)
 - [\(bpy.types.LineStyleColorModifier_Material attribute\)](#)
 - [\(bpy.types.LineStyleColorModifier_Noise attribute\)](#)
 - [\(bpy.types.LineStyleColorModifier_Tangent attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_2DOffset attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_2DTransform attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_BackboneStretcher attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_BezierCurve attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_Blueprint attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_GuidingLines attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_PerlinNoise1D attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_PerlinNoise2D attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_Polygonalization attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_Sampling attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_Simplification attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_SinusDisplacement attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_SpatialNoise attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_TipRemover attribute\)](#)
 - [\(bpy.types.LineStyleThicknessModifier_AlongStroke attribute\)](#)
 - [\(bpy.types.LineStyleThicknessModifier_Calligraphy attribute\)](#)
 - [\(bpy.types.LineStyleThicknessModifier_CreaseAngle attribute\)](#)
 - [\(bpy.types.LineStyleThicknessModifier_Curvature_3D attribute\)](#)
 - [\(bpy.types.LineStyleThicknessModifier_DistanceFromCamera attribute\)](#)
 - [\(bpy.types.LineStyleThicknessModifier_DistanceFromObject attribute\)](#)
 - [\(bpy.types.LineStyleThicknessModifier_Material attribute\)](#)
 - [\(bpy.types.LineStyleThicknessModifier_Noise attribute\)](#)
 - [\(bpy.types.LineStyleThicknessModifier_Tangent attribute\)](#)
 - [\(bpy.types.SceneRenderView attribute\)](#)
 - [\(bpy.types.TransformOrientationSlot attribute\)](#)
 - [\(bpy.types.UserSolidLight attribute\)](#)
 - [\(bpy.types.ViewLayer attribute\)](#)
- [use_2d_force \(bpy.types.FieldSettings attribute\)](#)
- [use_2d_stabilization \(bpy.types.MovieTrackingStabilization attribute\)](#)
- [use_3d_position \(bpy.types.FollowTrackConstraint attribute\)](#)
- [use_absolute \(bpy.types.FluidFlowSettings attribute\)](#)

[use_paint_weight \(bpy.types.Brush attribute\)](#)

- [use_paint_weight \(bpy.types.Brush attribute\)](#)
- [use_parent_particles \(bpy.types.ParticleSettings attribute\)](#)
- [use_particle_kill \(bpy.types.CollisionSettings attribute\)](#)
- [use_particle_radius \(bpy.types.DynamicPaintBrushSettings attribute\)](#)
- [use_particle_size \(bpy.types.FluidFlowSettings attribute\)](#)
- [use_pass_ambient_occlusion \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_bloom \(bpy.types.ViewLayerEevee attribute\)](#)
- [use_pass_color \(bpy.types.BakeSettings attribute\)](#)
- [use_pass_combined \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_cryptomatte_accurate \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_cryptomatte_asset \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_cryptomatte_material \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_cryptomatte_object \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_diffuse \(bpy.types.BakeSettings attribute\)](#)
- [use_pass_diffuse_color \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_diffuse_direct \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_diffuse_indirect \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_direct \(bpy.types.BakeSettings attribute\)](#)
- [use_pass_emit \(bpy.types.BakeSettings attribute\)](#)
 - [\(bpy.types.ViewLayer attribute\)](#)
- [use_pass_environment \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_glossy \(bpy.types.BakeSettings attribute\)](#)
- [use_pass_glossy_color \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_glossy_direct \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_glossy_indirect \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_indirect \(bpy.types.BakeSettings attribute\)](#)
- [use_pass_material_index \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_mist \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_normal \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_object_index \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_position \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_shadow \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_subsurface_color \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_subsurface_direct \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_subsurface_indirect \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_transmission \(bpy.types.BakeSettings attribute\)](#)
- [use_pass_transmission_color \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_transmission_direct \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_transmission_indirect \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_transparent \(bpy.types.ViewLayerEevee attribute\)](#)
- [use_pass_uv \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_vector \(bpy.types.ViewLayer attribute\)](#)
- [use_pass_volume_direct \(bpy.types.ViewLayerEevee attribute\)](#)
- [use_pass_z \(bpy.types.ViewLayer attribute\)](#)
- [use_path \(bpy.types.Curve attribute\)](#)
 - [\(bpy.types.ParticleInstanceModifier attribute\)](#)
- [use_path_clamp \(bpy.types.Curve attribute\)](#)
- [use_path_follow \(bpy.types.Curve attribute\)](#)
- [use_percentage \(bpy.types.GreasePencilBuildModifier attribute\)](#)
- [use_persistent \(bpy.types.Brush attribute\)](#)
- [use_persistent_data \(bpy.types.RenderSettings attribute\)](#)
- [use_pin \(bpy.types.ActionGroup attribute\)](#)
 - [\(bpy.types.AnimData attribute\)](#)
 - [\(bpy.types.Panel attribute\)](#)
- [use_pin_boundary \(bpy.types.CorrectiveSmoothModifier](#)

- `use_absolute_alpha` (`bpy.types.DynamicPaintBrushSettings` attribute)
- `use_absolute_path_time` (`bpy.types.ParticleSettings` attribute)
- `use_absolute_resolution` (`bpy.types.AreaLight` attribute)
 - (`bpy.types.PointLight` attribute)
 - (`bpy.types.SpotLight` attribute)
- `use_absolute_tracking` (`bpy.types.XrSessionSettings` attribute)
- `use_absorption` (`bpy.types.FieldSettings` attribute)
- `use_access_token` (`bpy.types.UserExtensionRepo` attribute)
- `use_accumulate` (`bpy.types.Brush` attribute)
- `use_active_clip` (`bpy.types.CameraSolverConstraint` attribute)
 - (`bpy.types.FollowTrackConstraint` attribute)
 - (`bpy.types.ObjectSolverConstraint` attribute)
- `use_active_layer_only` (`bpy.types.BrushGpencilSettings` attribute)
- `use_adaptive_domain` (`bpy.types.FluidDomainSettings` attribute)
- `use_adaptive_space` (`bpy.types.Brush` attribute)
- `use_adaptive_subframes` (`bpy.types.ParticleSettings` attribute)
- `use_adaptive_timesteps` (`bpy.types.FluidDomainSettings` attribute)
- `use_add` (`bpy.types.CopyScaleConstraint` attribute)
 - (`bpy.types.VertexWeightEditModifier` attribute)
- `use_additive` (`bpy.types.FModifierFunctionGenerator` attribute)
 - (`bpy.types.FModifierGenerator` attribute)
- `use_advanced_hair` (`bpy.types.ParticleSettings` attribute)
- `use_airbrush` (`bpy.types.Brush` attribute)
- `use_all_curves` (`bpy.types.GeometryNodeSampleCurve` attribute)
- `use_all_linked_data_direct` (`bpy.types.PreferencesExperimental` attribute)
- `use_alpha` (`bpy.types.Brush` attribute)
 - (`bpy.types.CompositorNodeComposite` attribute)
 - (`bpy.types.CompositorNodeMixRGB` attribute)
 - (`bpy.types.CompositorNodeViewer` attribute)
 - (`bpy.types.CompositorNodeZcombine` attribute)
 - (`bpy.types.ImageTexture` attribute)
 - (`bpy.types.ShaderNodeMixRGB` attribute)
 - (`bpy.types.ShaderNodeOutputLineStyle` attribute)
 - (`bpy.types.TextureNodeMixRGB` attribute)
- `use_alpha_preview` (`bpy.types.MovieTrackingTrack` attribute)
- `use_anchor` (`bpy.types.Brush` attribute)
- `use_angle_max` (`bpy.types.FreestyleLineStyle` attribute)
- `use_angle_min` (`bpy.types.FreestyleLineStyle` attribute)
- `use_anim_channel_group_colors` (`bpy.types.PreferencesEdit` attribute)
- `use_animated_influence` (`bpy.types.NlaStrip` attribute)
- `use_animated_time` (`bpy.types.NlaStrip` attribute)
- `use_animated_time_cyclic` (`bpy.types.NlaStrip` attribute)
- `use_annotation_onion_skinning` (`bpy.types.GPencilLayer` attribute)
- `use_annotation_project_only_selected` (`bpy.types.ToolSettings` attribute)
- `use_annotation_stroke_endpoints` (`bpy.types.ToolSettings` attribute)
- `use_annotations` (`bpy.types.SceneStrip` attribute)
- `use_antialias_z` (`bpy.types.CompositorNodeZcombine` attribute)
- `use_antialiasing` (`bpy.types.CompositorNodeIDMask` attribute)
 - (`bpy.types.DynamicPaintSurface` attribute)
 - (`bpy.types.ShaderFxPixel` attribute)
- `use_ao` (`bpy.types.ViewLayer` attribute)
- `use_apply_on_spline` (`bpy.types.Modifier` attribute)
- `use_asset_indexing` (`bpy.types.PreferencesExperimental` attribute)
- `use_asymmetric` (`bpy.types.LineStyleThicknessModifier_Noise` attribute)
- `use_audio` (`bpy.types.Scene` attribute)
- `use_audio_scrub` (`bpy.types.Scene` attribute)
- `use_auto_blend` (`bpy.types.NlaStrip` attribute)
- `attribute`
- `use_pin_id` (`bpy.types.SpaceProperties` attribute)
- `use_pin_scene` (`bpy.types.WorkSpace` attribute)
- `use_pin_to_last` (`bpy.types.Modifier` attribute)
- `use_pixel_size` (`bpy.types.ShaderNodeWireframe` attribute)
- `use_placeholder` (`bpy.types.RenderSettings` attribute)
- `use_plane_init` (`bpy.types.FluidEffectorSettings` attribute)
 - (`bpy.types.FluidFlowSettings` attribute)
- `use_plane_trim` (`bpy.types.Brush` attribute)
- `use_play_3d_editors` (`bpy.types.Screen` attribute)
- `use_play_animation_editors` (`bpy.types.Screen` attribute)
- `use_play_clip_editors` (`bpy.types.Screen` attribute)
- `use_play_image_editors` (`bpy.types.Screen` attribute)
- `use_play_node_editors` (`bpy.types.Screen` attribute)
- `use_play_properties_editors` (`bpy.types.Screen` attribute)
- `use_play_sequence_editors` (`bpy.types.Screen` attribute)
- `use_play_spreadsheet_editors` (`bpy.types.Screen` attribute)
- `use_play_top_left_3d_editor` (`bpy.types.Screen` attribute)
- `use_point_count_interpolate` (`bpy.types.BrushCurvesSculptSettings` attribute)
- `use_pole_merge` (`bpy.types.CameraStereoData` attribute)
- `use_poly_data` (`bpy.types.DataTransferModifier` attribute)
- `use_pose_ik_anchored` (`bpy.types.Brush` attribute)
- `use_pose_lock_rotation` (`bpy.types.Brush` attribute)
- `use_positional_tracking` (`bpy.types.XrSessionSettings` attribute)
- `use_positive_direction` (`bpy.types.GreasePencilShrinkwrapModifier` attribute)
 - (`bpy.types.ShrinkwrapModifier` attribute)
- `use_predict` (`bpy.types.BoidRuleAvoid` attribute)
 - (`bpy.types.BoidRuleGoal` attribute)
- `use_preferences_save` (`bpy.types.Preferences` attribute)
- `use_prefetch` (`bpy.types.CacheFile` attribute)
 - (`bpy.types.SequenceEditor` attribute)
- `use_premultiply` (`bpy.types.CompositorNodeAlphaOver` attribute)
 - (`bpy.types.CompositorNodeBrightContrast` attribute)
 - (`bpy.types.DynamicPaintSurface` attribute)
- `use_preserve_length` (`bpy.types.ParticleEdit` attribute)
- `use_preserve_root` (`bpy.types.ParticleEdit` attribute)
- `use_preserve_shape` (`bpy.types.ParticleInstanceModifier` attribute)
- `use_pressure` (`bpy.types.BrushGpencilSettings` attribute)
 - (`bpy.types.ClothSettings` attribute)
- `use_pressure_area_radius` (`bpy.types.Brush` attribute)
- `use_pressure_jitter` (`bpy.types.Brush` attribute)
- `use_pressure_masking` (`bpy.types.Brush` attribute)
- `use_pressure_radius` (`bpy.types.CurvePaintSettings` attribute)
- `use_pressure_size` (`bpy.types.Brush` attribute)
- `use_pressure_spacing` (`bpy.types.Brush` attribute)
- `use_pressure_strength` (`bpy.types.Brush` attribute)
- `use_pressure_volume` (`bpy.types.ClothSettings` attribute)
- `use_preview` (`bpy.types.CompositorNodeDefocus` attribute)
 - (`bpy.types.ImageFormatSettings` attribute)
- `use_preview_alpha` (`bpy.types.Texture` attribute)
- `use_preview_range` (`bpy.types.Scene` attribute)
- `use_preview_world` (`bpy.types.Material` attribute)
- `use_primary_overlay` (`bpy.types.Brush` attribute)
- `use_primary_overlay_override` (`bpy.types.Brush` attribute)
- `use_project_only_selected` (`bpy.types.CurvePaintSettings` attribute)

- use_auto_blend (bpy.types.Shrinkwrap attribute)
- use_auto_ik (bpy.types.Pose attribute)
- use_auto_keyframe_insert_needed (bpy.types.PreferencesEdit attribute)
- use_auto_keying (bpy.types.MovieTrackingPlaneTrack attribute)
 - (bpy.types.PreferencesEdit attribute)
- use_auto_keying_warning (bpy.types.PreferencesEdit attribute)
- use_auto_lock_translation_axis (bpy.types.SpaceGraphEditor attribute)
- use_auto_merge_keyframes (bpy.types.SpaceDopeSheetEditor attribute)
 - (bpy.types.SpaceGraphEditor attribute)
- use_auto_normalization (bpy.types.SpaceGraphEditor attribute)
- use_auto_normalize (bpy.types.ToolSettings attribute)
- use_auto_perspective (bpy.types.PreferencesInput attribute)
- use_auto_refresh (bpy.types.CompositorNodeCryptomatteV2 attribute)
 - (bpy.types.CompositorNodeImage attribute)
 - (bpy.types.ImageUser attribute)
- use_auto_save_temporary_files (bpy.types.PreferencesFilePaths attribute)
- use_auto_step (bpy.types.Itasc attribute)
 - (bpy.types.SoftBodySettings attribute)
- use_auto_textspace (bpy.types.Curve attribute)
 - (bpy.types.Mesh attribute)
 - (bpy.types.MetaBall attribute)
- use_auto_update (bpy.types.ShaderNodeScript attribute)
- use_auto_velocity (bpy.types.ParticleEdit attribute)
- use_autolock_layers (bpy.types.GreasePencilv3 attribute)
- use_automasking_boundary_edges (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automasking_boundary_face_sets (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automasking_cavity (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automasking_cavity_inverted (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automasking_custom_cavity_curve (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automasking_face_sets (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automasking_layer_active (bpy.types.GPencilSculptSettings attribute)
- use_automasking_layer_stroke (bpy.types.GPencilSculptSettings attribute)
- use_automasking_material_active (bpy.types.GPencilSculptSettings attribute)
- use_automasking_material_stroke (bpy.types.GPencilSculptSettings attribute)
- use_automasking_start_normal (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automasking_stroke (bpy.types.GPencilSculptSettings attribute)
- use_automasking_topology (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automasking_view_normal (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automasking_view_occlusion (bpy.types.Brush attribute)
 - (bpy.types.Sculpt attribute)
- use_automatic_name (bpy.types.BakeSettings attribute)
- use_autopack (bpy.types.BlendData attribute)
- use_autoscale (bpy.types.MovieTrackingStabilization attribute)
- use_autosplit (bpy.types.FFmpegSettings attribute)
- use_avoid (bpy.types.BoidRuleAvoidCollision attribute)
- use_avoid_collision (bpy.types.BoidRuleAvoidCollision attribute)
- use_axis (bpy.types.MirrorModifier attribute)
- use_axis_x (bpy.types.GreasePencilMirrorModifier attribute)
- use_project_only_selected (bpy.types.Curve arm settings attribute)
- use_project_opposite (bpy.types.ShrinkwrapConstraint attribute)
- use_project_x (bpy.types.GreasePencilShrinkwrapModifier attribute)
 - (bpy.types.ShrinkwrapModifier attribute)
- use_project_y (bpy.types.GreasePencilShrinkwrapModifier attribute)
 - (bpy.types.ShrinkwrapModifier attribute)
- use_project_z (bpy.types.GreasePencilShrinkwrapModifier attribute)
 - (bpy.types.ShrinkwrapModifier attribute)
- use_projector (bpy.types.CompositorNodeLensdist attribute)
- use_property_decorate (bpy.types.UILayout attribute)
- use_property_split (bpy.types.UILayout attribute)
- use_proportional_action (bpy.types.ToolSettings attribute)
- use_proportional_connected (bpy.types.ToolSettings attribute)
- use_proportional_edit (bpy.types.ToolSettings attribute)
- use_proportional_edit_mask (bpy.types.ToolSettings attribute)
- use_proportional_edit_objects (bpy.types.ToolSettings attribute)
- use_proportional_fcurve (bpy.types.ToolSettings attribute)
- use_proportional_projected (bpy.types.ToolSettings attribute)
- use_proxies (bpy.types.SpaceSequenceEditor attribute)
- use_proximity_project (bpy.types.DynamicPaintBrushSettings attribute)
- use_proximity_ramp_alpha (bpy.types.DynamicPaintBrushSetting attribute)
- use_proxy (bpy.types.EffectStrip attribute)
 - (bpy.types.ImageStrip attribute)
 - (bpy.types.MetaStrip attribute)
 - (bpy.types.MovieClip attribute)
 - (bpy.types.MovieStrip attribute)
 - (bpy.types.SceneStrip attribute)
- use_proxy_custom_directory (bpy.types.MovieClip attribute)
 - (bpy.types.StripProxy attribute)
- use_proxy_custom_file (bpy.types.StripProxy attribute)
- use_puff_volume (bpy.types.ParticleBrush attribute)
- use_pure_random (bpy.types.LineStyleGeometryModifier_SpatialNoise attribute)
- use_quality_normals (bpy.types.SolidifyModifier attribute)
- use_radial_max (bpy.types.FieldSettings attribute)
- use_radial_min (bpy.types.FieldSettings attribute)
- use_radius (bpy.types.Curve attribute)
- use_radius_as_size (bpy.types.CastModifier attribute)
- use_radius_interpolate (bpy.types.BrushCurvesSculptSettings attribute)
- use_rake (bpy.types.BrushTextureSlot attribute)
- use_ramp (bpy.types.LineStyleColorModifier_Material attribute)
- use_random (bpy.types.BrushTextureSlot attribute)
 - (bpy.types.GreasePencilLengthModifier attribute)
 - (bpy.types.GreasePencilNoiseModifier attribute)
- use_random_order (bpy.types.BuildModifier attribute)
- use_random_press_hue (bpy.types.BrushGpencilSettings attribute)
- use_random_press_radius (bpy.types.BrushGpencilSettings attribute)
- use_random_press_sat (bpy.types.BrushGpencilSettings attribute)
- use_random_press_strength (bpy.types.BrushGpencilSettings attribute)

- use_camera_lock_parent (bpy.types.Object attribute)
- use_camera_space_bake (bpy.types.AnimVizMotionPaths attribute)
- use_cavity (bpy.types.Paint attribute)
- use_chain_count (bpy.types.FreestyleLineStyle attribute)
- use_chain_offset (bpy.types.SplineIKConstraint attribute)
- use_chaining (bpy.types.FreestyleLineStyle attribute)
- use_checker_even (bpy.types.ImageTexture attribute)
- use_checker_odd (bpy.types.ImageTexture attribute)
- use_children (bpy.types.ParticleInstanceModifier attribute)
- use_cineon_log (bpy.types.ImageFormatSettings attribute)
- use_clamp (bpy.types.CompositorNodeMapRange attribute)
 - (bpy.types.CompositorNodeMath attribute)
 - (bpy.types.CompositorNodeMixRGB attribute)
 - (bpy.types.ShaderNodeMath attribute)
 - (bpy.types.ShaderNodeMixRGB attribute)
 - (bpy.types.ShaderNodeOutputLineStyle attribute)
 - (bpy.types.Texture attribute)
 - (bpy.types.TextureNodeMath attribute)
 - (bpy.types.TextureNodeMixRGB attribute)
- use_clamp_overlap (bpy.types.BevelModifier attribute)
- use_clamp_view (bpy.types.SpaceSequenceEditor attribute)
- use_clear (bpy.types.BakeSettings attribute)
- use_climb (bpy.types.BoidSettings attribute)
- use_clip (bpy.types.CurveMapping attribute)
 - (bpy.types.CurveProfile attribute)
 - (bpy.types.MirrorModifier attribute)
- use_clip_plane_boundaries (bpy.types.GreasePencilLineartModifier attribute)
- use_clip_planes (bpy.types.RegionView3D attribute)
- use_clone_layer (bpy.types.ImagePaint attribute)
- use_close_tip (bpy.types.ParticleSettings attribute)
- use_cloth_collision (bpy.types.Brush attribute)
- use_cloth_pin_simulation_boundary (bpy.types.Brush attribute)
- use_clump_curve (bpy.types.ParticleSettings attribute)
- use_clump_noise (bpy.types.ParticleSettings attribute)
- use_collapse_triangulate (bpy.types.DecimateModifier attribute)
- use_collection_count (bpy.types.ParticleSettings attribute)
- use_collection_pick_random (bpy.types.ParticleSettings attribute)
- use_collide_strokes (bpy.types.BrushGpencilSettings attribute)
- use_collision (bpy.types.ClothCollisionSettings attribute)
- use_collision_border_back (bpy.types.FluidDomainSettings attribute)
- use_collision_border_bottom (bpy.types.FluidDomainSettings attribute)
- use_collision_border_front (bpy.types.FluidDomainSettings attribute)
- use_collision_border_left (bpy.types.FluidDomainSettings attribute)
- use_collision_border_right (bpy.types.FluidDomainSettings attribute)
- use_collision_border_top (bpy.types.FluidDomainSettings attribute)
- use_color_as_displacement (bpy.types.Brush attribute)
- use_color_ramp (bpy.types.ColorMapping attribute)
 - (bpy.types.FluidDomainSettings attribute)
 - (bpy.types.Texture attribute)
- use_compositing (bpy.types.RenderSettings attribute)
- use_compositor (bpy.types.View3DShading attribute)
- use_connect (bpy.types.EditBone attribute)
- use_connected_only (bpy.types.Brush attribute)
- use_constant_offset (bpy.types.ArrayModifier attribute)
 - (bpy.types.GreasePencilArrayModifier attribute)
- use_contour (bpy.types.GreasePencilLineartModifier attribute)
- use_corners_detect (bpy.types.CurvePaintSettings attribute)
- use_film_only (bpy.types.SoftbodyModifier attribute)
- use_root (bpy.types.MeshSkinVertex attribute)
- use_root_coords (bpy.types.FieldSettings attribute)
- use_rotate_45 (bpy.types.CompositorNodeGlare attribute)
- use_rotate_around_active (bpy.types.PreferencesInput attribute)
- use_rotation (bpy.types.FloorConstraint attribute)
 - (bpy.types.KinematicConstraint attribute)
- use_rotation_instance (bpy.types.ParticleSettings attribute)
- use_rotation_x (bpy.types.ChildOfConstraint attribute)
 - (bpy.types.GeometryNodeGizmoTransform attribute)
- use_rotation_y (bpy.types.ChildOfConstraint attribute)
 - (bpy.types.GeometryNodeGizmoTransform attribute)
- use_rotation_z (bpy.types.ChildOfConstraint attribute)
 - (bpy.types.GeometryNodeGizmoTransform attribute)
- use_rotations (bpy.types.ParticleSettings attribute)
- use_roughness_curve (bpy.types.ParticleSettings attribute)
- use_same_object (bpy.types.FreestyleLineStyle attribute)
- use_sample_even_lengths (bpy.types.CurveProfile attribute)
- use_sample_straight_edges (bpy.types.CurveProfile attribute)
- use_save_prompt (bpy.types.PreferencesView attribute)
- use_scale_easing (bpy.types.Bone attribute)
 - (bpy.types.EditBone attribute)
- use_scale_instance (bpy.types.ParticleSettings attribute)
- use_scale_stiffness (bpy.types.MetaElement attribute)
- use_scale_thickness (bpy.types.GPencilSculptSettings attribute)
- use_scale_x (bpy.types.ChildOfConstraint attribute)
 - (bpy.types.GeometryNodeGizmoTransform attribute)
- use_scale_y (bpy.types.ChildOfConstraint attribute)
 - (bpy.types.GeometryNodeGizmoTransform attribute)
- use_scale_z (bpy.types.ChildOfConstraint attribute)
 - (bpy.types.GeometryNodeGizmoTransform attribute)
- use_scene_lights (bpy.types.View3DShading attribute)
- use_scene_lights_render (bpy.types.View3DShading attribute)
- use_scene_spacing (bpy.types.Brush attribute)
- use_scene_world (bpy.types.View3DShading attribute)
- use_scene_world_render (bpy.types.View3DShading attribute)
- use_screen_refraction (bpy.types.Material attribute)
- use_scripts_auto_execute (bpy.types.PreferencesFilePaths attribute)
- use_sculpt_base_mesh (bpy.types.MultiresModifier attribute)
- use_sculpt_collision (bpy.types.Curves attribute)
- use_sculpt_delay_updates (bpy.types.Paint attribute)
- use_sculpt_texture_paint (bpy.types.PreferencesExperimental attribute)
- use_sculpt_tools_tilt (bpy.types.PreferencesExperimental attribute)
- use_seam (bpy.types.MeshEdge attribute)
- use_secondary_overlay (bpy.types.Brush attribute)
- use_secondary_overlay_override (bpy.types.Brush attribute)
- use_select_background (bpy.types.Gizmo attribute)
- use_select_pick_depth (bpy.types.PreferencesSystem attribute)
- use_selected_to_active (bpy.types.BakeSettings attribute)
- use_self (bpy.types.BooleanModifier attribute)
 - (bpy.types.Driver attribute)
- use_self_collision (bpy.types.ClothCollisionSettings attribute)
 - (bpy.types.SoftBodySettings attribute)
- use_self_effect (bpy.types.ParticleSettings attribute)
- use_self_intersection_check (bpy.types.MaskSpline attribute)

- `use_crease` (bpy.types.GreasePencilLineartModifier attribute)
 - (bpy.types.WireframeModifier attribute)
- `use_crease_on_sharp` (bpy.types.GreasePencilLineartModifier attribute)
- `use_crease_on_smooth` (bpy.types.GreasePencilLineartModifier attribute)
- `use_crease_override` (bpy.types.ObjectLineArt attribute)
- `use_creases` (bpy.types.MultiresModifier attribute)
 - (bpy.types.SubsurfModifier attribute)
- `use_crop_size` (bpy.types.CompositorNodeCrop attribute)
- `use_crop_to_border` (bpy.types.RenderSettings attribute)
- `use_culling` (bpy.types.CollisionSettings attribute)
 - (bpy.types.FreestyleSettings attribute)
- `use_current_location` (bpy.types.ArmatureConstraint attribute)
- `use_cursor_lock_adjust` (bpy.types.PreferencesEdit attribute)
- `use_cursor_overlay` (bpy.types.Brush attribute)
- `use_cursor_overlay_override` (bpy.types.Brush attribute)
- `use_cursor_region` (bpy.types.OperatorOptions attribute)
- `use_curvature` (bpy.types.GreasePencilLengthModifier attribute)
- `use_curve` (bpy.types.Brush attribute)
- `use_curve_follow` (bpy.types.FollowPathConstraint attribute)
- `use_curve_mapping` (bpy.types.ColorManagedViewSettings attribute)
- `use_curve_radius` (bpy.types.FollowPathConstraint attribute)
 - (bpy.types.SplineIKConstraint attribute)
- `use_curved` (bpy.types.CompositorNodeVecBlur attribute)
- `use_custom_camera` (bpy.types.GreasePencilLineartModifier attribute)
- `use_custom_color` (bpy.types.MotionPath attribute)
 - (bpy.types.MovieTrackingTrack attribute)
 - (bpy.types.Node attribute)
- `use_custom_curve` (bpy.types.GreasePencilColorModifier attribute)
 - (bpy.types.GreasePencilHookModifier attribute)
 - (bpy.types.GreasePencilNoiseModifier attribute)
 - (bpy.types.GreasePencilOpacityModifier attribute)
 - (bpy.types.GreasePencilSmoothModifier attribute)
 - (bpy.types.GreasePencilThickModifierData attribute)
 - (bpy.types.GreasePencilTintModifier attribute)
- `use_custom_directory` (bpy.types.UserExtensionRepo attribute)
- `use_custom_distance` (bpy.types.Light attribute)
- `use_custom_frame_range` (bpy.types.GreasePencilTimeModifier attribute)
- `use_custom_icon` (bpy.types.Brush attribute)
- `use_custom_normals` (bpy.types.MultiresModifier attribute)
 - (bpy.types.SubsurfModifier attribute)
- `use_custom_parallax` (bpy.types.LightProbeSphere attribute)
- `use_custom_path` (bpy.types.NodesModifierBake attribute)
- `use_custom_shape_bone_size` (bpy.types.PoseBone attribute)
- `use_custom_simulation_frame_range` (bpy.types.NodesModifierBake attribute)
- `use_custom_simulation_range` (bpy.types.Scene attribute)
- `use_cycles_debug` (bpy.types.PreferencesExperimental attribute)
- `use_cyclic` (bpy.types.Action attribute)
 - (bpy.types.ClampToConstraint attribute)
 - (bpy.types.CompositorNodeCryptomatteV2 attribute)
 - (bpy.types.CompositorNodeImage attribute)
 - (bpy.types.GreasePencilDashModifierSegment attribute)
 - (bpy.types.ImageUser attribute)
 - (bpy.types.MaskSpline attribute)
 - (bpy.types.WaveModifier attribute)
- `use_cyclic_offset` (bpy.types.Bone attribute)
 - (bpy.types.EditBone attribute)
- `use_cyclic_x` (bpy.types.Spline attribute)
- `use_separate` (bpy.types.UnitSettings attribute)
- `use_sequencer` (bpy.types.RenderSettings attribute)
- `use_sequencer_disk_cache` (bpy.types.PreferencesSystem attribute)
- `use_sequencer_override_scene_strip` (bpy.types.RenderSettings attribute)
- `use_sequencer_simplified_tweaking` (bpy.types.PreferencesEdit attribute)
- `use_settings_outline` (bpy.types.BrushGpencilSettings attribute)
- `use_settings_postprocess` (bpy.types.BrushGpencilSettings attribute)
- `use_settings_random` (bpy.types.BrushGpencilSettings attribute)
- `use_settings_stabilizer` (bpy.types.BrushGpencilSettings attribute)
- `use_sewing_springs` (bpy.types.ClothSettings attribute)
- `use_shader_node_previews` (bpy.types.PreferencesExperimental attribute)
- `use_shading_nodes()` (in module bpy.ops.cycles)
- `use_shadow` (bpy.types.GreasePencilLineartModifier attribute)
 - (bpy.types.Light attribute)
 - (bpy.types.TextStrip attribute)
- `use_shadow_jitter` (bpy.types.AreaLight attribute)
 - (bpy.types.PointLight attribute)
 - (bpy.types.SpotLight attribute)
 - (bpy.types.SunLight attribute)
- `use_shadow_jitter_viewport` (bpy.types.SceneEevee attribute)
- `use_shadows` (bpy.types.SceneEevee attribute)
- `use_shape_interpolate` (bpy.types.BrushCurvesSculptSettings attribute)
- `use_shape_key_edit_mode` (bpy.types.Object attribute)
- `use_shrink` (bpy.types.DynamicPaintSurface attribute)
- `use_sidebyside_crosseyed` (bpy.types.Stereo3dDisplay attribute)
 - (bpy.types.Stereo3dFormat attribute)
- `use_simplify` (bpy.types.RenderSettings attribute)
- `use_simplify_normals` (bpy.types.RenderSettings attribute)
- `use_simulation_cache` (bpy.types.Object attribute)
- `use_single_layer` (bpy.types.RenderSettings attribute)
- `use_size` (bpy.types.ExplodeModifier attribute)
 - (bpy.types.ParticleInstanceModifier attribute)
- `use_size_deflect` (bpy.types.ParticleSettings attribute)
- `use_sky` (bpy.types.ViewLayer attribute)
- `use_slice` (bpy.types.FluidDomainSettings attribute)
 - (bpy.types.VolumeDisplay attribute)
- `use_small_caps` (bpy.types.TextCharacterFormat attribute)
- `use_smoke_density` (bpy.types.FieldSettings attribute)
- `use_smooth` (bpy.types.MaskModifier attribute)
 - (bpy.types.MeshPolygon attribute)
 - (bpy.types.Spline attribute)
- `use_smooth_ends` (bpy.types.GreasePencilSmoothModifier attribute)
- `use_smooth_shade` (bpy.types.RemeshModifier attribute)
 - (bpy.types.ScrewModifier attribute)
 - (bpy.types.SkinModifier attribute)
 - (bpy.types.VolumeToMeshModifier attribute)
- `use_smooth_stroke` (bpy.types.Brush attribute)
- `use_smoothness` (bpy.types.FreestyleSettings attribute)
- `use_smudge` (bpy.types.DynamicPaintBrushSettings attribute)
- `use_snow` (bpy.types.ToolSettings attribute)

- `use_cyclic_u` (`bpy.types.Spline` attribute)
- `use_cyclic_v` (`bpy.types.Spline` attribute)
- `use_dashed_line` (`bpy.types.FreestyleLineStyle` attribute)
- `use_data_display` (`bpy.types.LightProbe` attribute)
- `use_datablock_sort` (`bpy.types.DopeSheet` attribute)
- `use_deactivation` (`bpy.types.RigidBodyObject` attribute)
- `use_dead` (`bpy.types.ParticleSettings` attribute)
- `use_debug_freeze_view_culling` (`bpy.types.View3DOverlay` attribute)
- `use_default_blue_channel` (`bpy.types.MovieTrackingSettings` attribute)
- `use_default_brute` (`bpy.types.MovieTrackingSettings` attribute)
- `use_default_fade` (`bpy.types.Strip` attribute)
- `use_default_green_channel` (`bpy.types.MovieTrackingSettings` attribute)
- `use_default_interpolate` (`bpy.types.ParticleEdit` attribute)
- `use_default_mask` (`bpy.types.MovieTrackingSettings` attribute)
- `use_default_normalization` (`bpy.types.MovieTrackingSettings` attribute)
- `use_default_red_channel` (`bpy.types.MovieTrackingSettings` attribute)
- `use_deform` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
 - (`bpy.types.RigidBodyObject` attribute)
- `use_deform_bounds` (`bpy.types.Curve` attribute)
- `use_deform_only` (`bpy.types.Sculpt` attribute)
- `use_deform_preserve_volume` (`bpy.types.ArmatureConstraint` attribute)
 - (`bpy.types.ArmatureModifier` attribute)
 - (`bpy.types.GreasePencilArmatureModifier` attribute)
- `use_deinterlace` (`bpy.types.EffectStrip` attribute)
 - (`bpy.types.Image` attribute)
 - (`bpy.types.ImageStrip` attribute)
 - (`bpy.types.MaskStrip` attribute)
 - (`bpy.types.MetaStrip` attribute)
 - (`bpy.types.MovieClipStrip` attribute)
 - (`bpy.types.MovieStrip` attribute)
 - (`bpy.types.SceneStrip` attribute)
- `use_denoise` (`bpy.types.RaytraceEevee` attribute)
- `use_density_pressure` (`bpy.types.Brush` attribute)
- `use_detail_preserve` (`bpy.types.GreasePencilLineartModifier` attribute)
- `use_diagnose` (`bpy.types.SoftBodySettings` attribute)
- `use_die_on_collision` (`bpy.types.ParticleSettings` attribute)
- `use_diffusion` (`bpy.types.FluidDomainSettings` attribute)
- `use_direction_parallel` (`bpy.types.NormalEditModifier` attribute)
- `use_disk_cache` (`bpy.types.PointCache` attribute)
 - (`bpy.types.PointCacheItem` attribute)
- `use_dissolve` (`bpy.types.DynamicPaintSurface` attribute)
- `use_dissolve_boundaries` (`bpy.types.DecimateModifier` attribute)
- `use_dissolve_log` (`bpy.types.DynamicPaintSurface` attribute)
- `use_dissolve_smoke` (`bpy.types.FluidDomainSettings` attribute)
- `use_dissolve_smoke_log` (`bpy.types.FluidDomainSettings` attribute)
- `use_dof` (`bpy.types.CameraDOFSettings` attribute)
 - (`bpy.types.View3DShading` attribute)
- `use_dof_mode` (`bpy.types.ShaderFxBlur` attribute)
- `use_drag_immediately` (`bpy.types.PreferencesInput` attribute)
- `use_draw_hover` (`bpy.types.Gizmo` attribute)
- `use_draw_modal` (`bpy.types.Gizmo` attribute)
- `use_draw_offset_scale` (`bpy.types.Gizmo` attribute)
- `use_draw_scale` (`bpy.types.Gizmo` attribute)
- `use_draw_value` (`bpy.types.Gizmo` attribute)
- `use_drip` (`bpy.types.DynamicPaintSurface` attribute)
- `use_dry_log` (`bpy.types.DynamicPaintSurface` attribute)
- `use_snap` (`bpy.types.ToolSettings` attribute)
- `use_snap_align_rotation` (`bpy.types.ToolSettings` attribute)
- `use_snap_anim` (`bpy.types.ToolSettings` attribute)
- `use_snap_backface_culling` (`bpy.types.ToolSettings` attribute)
- `use_snap_current_frame_to_strips` (`bpy.types.SequencerToolSettings` attribute)
- `use_snap_edit` (`bpy.types.ToolSettings` attribute)
- `use_snap_grid_absolute` (`bpy.types.ToolSettings` attribute)
- `use_snap_node` (`bpy.types.ToolSettings` attribute)
- `use_snap_nonedit` (`bpy.types.ToolSettings` attribute)
- `use_snap_peel_object` (`bpy.types.ToolSettings` attribute)
- `use_snap_rotate` (`bpy.types.ToolSettings` attribute)
- `use_snap_scale` (`bpy.types.ToolSettings` attribute)
- `use_snap_selectable` (`bpy.types.ToolSettings` attribute)
- `use_snap_self` (`bpy.types.ToolSettings` attribute)
- `use_snap_sequencer` (`bpy.types.ToolSettings` attribute)
- `use_snap_time_absolute` (`bpy.types.ToolSettings` attribute)
- `use_snap_to_same_target` (`bpy.types.ToolSettings` attribute)
- `use_snap_translate` (`bpy.types.ToolSettings` attribute)
- `use_snap_uv` (`bpy.types.ToolSettings` attribute)
- `use_snapping` (`bpy.types.GPencilSculptGuide` attribute)
- `use_soft_falloff` (`bpy.types.PointLight` attribute)
 - (`bpy.types.SpotLight` attribute)
- `use_solid` (`bpy.types.ViewLayer` attribute)
- `use_sort_alpha` (`bpy.types.SpaceOutliner` attribute)
- `use_sort_invert` (`bpy.types.FileSelectParams` attribute)
- `use_sorting` (`bpy.types.FreestyleLineStyle` attribute)
- `use_space` (`bpy.types.Brush` attribute)
- `use_space_attenuation` (`bpy.types.Brush` attribute)
- `use_sparse_bind` (`bpy.types.SurfaceDeformModifier` attribute)
- `use_speed_vectors` (`bpy.types.FluidDomainSettings` attribute)
- `use_spherical_stereo` (`bpy.types.CameraStereoData` attribute)
- `use_spherical_stereo()` (`bpy.types.RenderEngine` method)
- `use_split_impulse` (`bpy.types.RigidBodyWorld` attribute)
- `use_split_length` (`bpy.types.FreestyleLineStyle` attribute)
- `use_split_materials` (`bpy.types.BakeSettings` attribute)
- `use_split_pattern` (`bpy.types.FreestyleLineStyle` attribute)
- `use_spray` (`bpy.types.OceanModifier` attribute)
- `use_spray_particles` (`bpy.types.FluidDomainSettings` attribute)
- `use_spread` (`bpy.types.DynamicPaintSurface` attribute)
- `use_spring_ang_x` (`bpy.types.RigidBodyConstraint` attribute)
- `use_spring_ang_y` (`bpy.types.RigidBodyConstraint` attribute)
- `use_spring_ang_z` (`bpy.types.RigidBodyConstraint` attribute)
- `use_spring_x` (`bpy.types.RigidBodyConstraint` attribute)
- `use_spring_y` (`bpy.types.RigidBodyConstraint` attribute)
- `use_spring_z` (`bpy.types.RigidBodyConstraint` attribute)
- `use_square` (`bpy.types.SpotLight` attribute)
- `use_squeezed_frame` (`bpy.types.Stereo3dFormat` attribute)
- `use_sss_translucency` (`bpy.types.Material` attribute)
- `use_stabilize_rotation` (`bpy.types.MovieTrackingStabilization` attribute)
- `use_stabilize_scale` (`bpy.types.MovieTrackingStabilization` attribute)
- `use_stamp` (`bpy.types.RenderSettings` attribute)
- `use_stamp_camera` (`bpy.types.RenderSettings` attribute)
- `use_stamp_date` (`bpy.types.RenderSettings` attribute)
- `use_stamp_filename` (`bpy.types.RenderSettings` attribute)

- `use_drying` (`bpy.types.DynamicPaintSurface` attribute)
- `use_duplicate_action` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_armature` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_camera` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_curve` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_curves` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_grease_pencil` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_lattice` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_light` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_lightprobe` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_material` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_mesh` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_metaball` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_node_tree` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_particle` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_pointcloud` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_speaker` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_surface` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_text` (`bpy.types.PreferencesEdit` attribute)
- `use_duplicate_volume` (`bpy.types.PreferencesEdit` attribute)
- `use_dynamic_bind` (`bpy.types.MeshDeformModifier` attribute)
- `use_dynamic_mesh` (`bpy.types.ClothSettings` attribute)
- `use_dynamic_rotation` (`bpy.types.ParticleSettings` attribute)
- `use_edge_angle` (`bpy.types.EdgeSplitModifier` attribute)
- `use_edge_collision` (`bpy.types.SoftBodySettings` attribute)
- `use_edge_cut` (`bpy.types.ExplodeModifier` attribute)
- `use_edge_data` (`bpy.types.DataTransferModifier` attribute)
- `use_edge_mark` (`bpy.types.GreasePencilLineartModifier` attribute)
- `use_edge_overlap` (`bpy.types.GreasePencilLineartModifier` attribute)
- `use_edge_path_live_unwrap` (`bpy.types.ToolSettings` attribute)
- `use_edge_sharp` (`bpy.types.EdgeSplitModifier` attribute)
 - (`bpy.types.MeshEdge` attribute)
- `use_edge_to_edge` (`bpy.types.Brush` attribute)
- `use_edges` (`bpy.types.SoftBodySettings` attribute)
- `use_edit_mode_smooth_wire` (`bpy.types.PreferencesSystem` attribute)
- `use_edit_position` (`bpy.types.BrushGpencilSettings` attribute)
 - (`bpy.types.GreasePencilSmoothModifier` attribute)
- `use_edit_strength` (`bpy.types.BrushGpencilSettings` attribute)
 - (`bpy.types.GreasePencilSmoothModifier` attribute)
- `use_edit_thickness` (`bpy.types.BrushGpencilSettings` attribute)
 - (`bpy.types.GreasePencilSmoothModifier` attribute)
- `use_edit_uv` (`bpy.types.BrushGpencilSettings` attribute)
 - (`bpy.types.GreasePencilSmoothModifier` attribute)
- `use_eevee_debug` (`bpy.types.PreferencesExperimental` attribute)
- `use_eevee_finite_volume` (`bpy.types.World` attribute)
- `use_effector` (`bpy.types.FluidEffectorSettings` attribute)
- `use_emit_random` (`bpy.types.ParticleSettings` attribute)
- `use_emitter_deflect` (`bpy.types.ParticleEdit` attribute)
- `use_empty_image_alpha` (`bpy.types.Object` attribute)
- `use_emulate_numpad` (`bpy.types.PreferencesInput` attribute)
- `use_endpoint_u` (`bpy.types.Spline` attribute)
- `use_endpoint_v` (`bpy.types.Spline` attribute)
- `use_endroll_as_inroll` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
- `use_enter_edit_mode` (`bpy.types.PreferencesEdit` attribute)
- `use_entire_array` (`bpy.types.KeyingSetPath` attribute)
- `use_stamp_frame` (`bpy.types.RenderSettings` attribute)
- `use_stamp_frame_range` (`bpy.types.RenderSettings` attribute)
- `use_stamp_hostname` (`bpy.types.RenderSettings` attribute)
- `use_stamp_labels` (`bpy.types.RenderSettings` attribute)
- `use_stamp_lens` (`bpy.types.RenderSettings` attribute)
- `use_stamp_marker` (`bpy.types.RenderSettings` attribute)
- `use_stamp_memory` (`bpy.types.RenderSettings` attribute)
- `use_stamp_note` (`bpy.types.RenderSettings` attribute)
 - (`bpy.types.Scene` attribute)
- `use_stamp_render_time` (`bpy.types.RenderSettings` attribute)
- `use_stamp_scene` (`bpy.types.RenderSettings` attribute)
- `use_stamp_sequencer_strip` (`bpy.types.RenderSettings` attribute)
- `use_stamp_time` (`bpy.types.RenderSettings` attribute)
- `use_start_deactivated` (`bpy.types.RigidBodyObject` attribute)
- `use_stencil_layer` (`bpy.types.ImagePaint` attribute)
- `use_stiff_quads` (`bpy.types.SoftBodySettings` attribute)
- `use_straight_alpha_output` (`bpy.types.CompositorNodeImage` attribute)
- `use_strand` (`bpy.types.ViewLayer` attribute)
- `use_strand_primitive` (`bpy.types.ParticleSettings` attribute)
- `use_strength_pressure` (`bpy.types.BrushGpencilSettings` attribute)
- `use_stretch` (`bpy.types.Curve` attribute)
 - (`bpy.types.KinematicConstraint` attribute)
- `use_stretch_u` (`bpy.types.ScrewModifier` attribute)
- `use_stretch_v` (`bpy.types.ScrewModifier` attribute)
- `use_stroke_endpoints` (`bpy.types.CurvePaintSettings` attribute)
- `use_stroke_holdout` (`bpy.types.MaterialGPencilStyle` attribute)
- `use_stroke_random_hue` (`bpy.types.BrushGpencilSettings` attribute)
- `use_stroke_random_radius` (`bpy.types.BrushGpencilSettings` attribute)
- `use_stroke_random_sat` (`bpy.types.BrushGpencilSettings` attribute)
- `use_stroke_random_strength` (`bpy.types.BrushGpencilSettings` attribute)
- `use_stroke_random_uv` (`bpy.types.BrushGpencilSettings` attribute)
- `use_stroke_random_val` (`bpy.types.BrushGpencilSettings` attribute)
- `use_studio_light_edit` (`bpy.types.PreferencesSystem` attribute)
- `use_studiolight_view_rotation` (`bpy.types.View3DShading` attribute)
- `use_suggestive_contours` (`bpy.types.FreestyleSettings` attribute)
- `use_sun_shadow` (`bpy.types.World` attribute)
- `use_sun_shadow_jitter` (`bpy.types.World` attribute)
- `use_symmetry` (`bpy.types.DecimateModifier` attribute)
- `use_symmetry_feather` (`bpy.types.Paint` attribute)
- `use_symmetry_x` (`bpy.types.Paint` attribute)
- `use_symmetry_y` (`bpy.types.Paint` attribute)
- `use_symmetry_z` (`bpy.types.Paint` attribute)
- `use_sync_length` (`bpy.types.NlaStrip` attribute)
- `use_sync_on_startup` (`bpy.types.UserExtensionRepo` attribute)
- `use_sync_select` (`bpy.types.SpaceOutliner` attribute)
- `use_taa_reprojection` (`bpy.types.SceneEevee` attribute)
- `use_tabs_as_spaces` (`bpy.types.PreferencesFilePaths` attribute)
- `use_tail` (`bpy.types.KinematicConstraint` attribute)
- `use_target_z` (`bpy.types.TrackToConstraint` attribute)
- `use_targets` (`bpy.types.PythonConstraint` attribute)
- `use_text_antialiasing` (`bpy.types.PreferencesView` attribute)

- `use_envelope_multiply` (bpy.types.Bone attribute)
 - (bpy.types.EditBone attribute)
- `use_estimate_matrix` (bpy.types.SoftBodySettings attribute)
- `use_eval_time` (bpy.types.ActionConstraint attribute)
- `use_even_distribution` (bpy.types.ParticleSettings attribute)
- `use_even_divisions` (bpy.types.SplineIKConstraint attribute)
- `use_even_offset` (bpy.types.SolidifyModifier attribute)
 - (bpy.types.WireframeModifier attribute)
- `use_event_handle_all` (bpy.types.Gizmo attribute)
- `use_event_simulate` (in module bpy.app)
- `use_extended_asset_browser` (bpy.types.PreferencesExperimental attribute)
- `use_extended_bounds` (bpy.types.CompositorNodeBlur attribute)
 - (bpy.types.CompositorNodeBokehBlur attribute)
- `use_extension_online_access_handled` (bpy.types.PreferencesFilePaths attribute)
- `use_extensions_debug` (bpy.types.PreferencesExperimental attribute)
- `use_external` (bpy.types.PointCache attribute)
 - (bpy.types.PointCacheItem attribute)
- `use_extra_user` (bpy.types.ID attribute)
- `use_face_collision` (bpy.types.SoftBodySettings attribute)
- `use_face_influence` (bpy.types.WeightedNormalModifier attribute)
- `use_face_mark` (bpy.types.GreasePencilLineartModifier attribute)
- `use_face_mark_boundaries` (bpy.types.GreasePencilLineartModifier attribute)
- `use_face_mark_invert` (bpy.types.GreasePencilLineartModifier attribute)
- `use_face_mark_keep_contour` (bpy.types.GreasePencilLineartModifier attribute)
- `use_factor_density` (bpy.types.SPHFluidSettings attribute)
- `use_factor_radius` (bpy.types.SPHFluidSettings attribute)
- `use_factor_repulsion` (bpy.types.SPHFluidSettings attribute)
- `use_factor_rest_length` (bpy.types.SPHFluidSettings attribute)
- `use_factor_stiff_viscosity` (bpy.types.SPHFluidSettings attribute)
- `use_fade` (bpy.types.GreasePencilMultiplyModifier attribute)
- `use_fade_time` (bpy.types.ParticleEdit attribute)
- `use_fading` (bpy.types.GreasePencilBuildModifier attribute)
- `use_fake_user` (bpy.types.ID attribute)
- `use_fallback_value` (bpy.types.DriverTarget attribute)
- `use_falloff_uniform` (bpy.types.GreasePencilHookModifier attribute)
 - (bpy.types.HookModifier attribute)
- `use_fast_edit` (bpy.types.TextCurve attribute)
- `use_fast_gi` (bpy.types.SceneEVEVE attribute)
- `use_fcure_high_quality_drawing` (bpy.types.PreferencesEdit attribute)
- `use_feather` (bpy.types.CompositorNodeMask attribute)
- `use_file_compression` (bpy.types.PreferencesFilePaths attribute)
- `use_file_extension` (bpy.types.RenderSettings attribute)
- `use_fill` (bpy.types.MaskSpline attribute)
- `use_fill_caps` (bpy.types.Curve attribute)
- `use_fill_holdout` (bpy.types.MaterialGPencilStyle attribute)
- `use_fill_holes` (bpy.types.MaskLayer attribute)
- `use_fill_limit` (bpy.types.BrushGpencilSettings attribute)
- `use_fill_overlap` (bpy.types.MaskLayer attribute)
- `use_filter` (bpy.types.FileSelectParams attribute)
 - (bpy.types.SpaceSpreadsheet attribute)
- `use_filter_asset_only` (bpy.types.FileSelectParams attribute)
- `use_filter_backup` (bpy.types.FileSelectParams attribute)
- `use_filter_blender` (bpy.types.FileSelectParams attribute)
- `use_filter_blendid` (bpy.types.FileSelectParams attribute)
- `use filter brushes by tool` (bpy.types.PreferencesView attribute)
- `use_text_edit_auto_close` (bpy.types.PreferencesEdit attribute)
- `use_text_render_subpixelaa` (bpy.types.PreferencesView attribute)
- `use_texture` (bpy.types.FluidFlowSettings attribute)
 - (bpy.types.FreestyleLineStyle attribute)
- `use_thickness_angle_clamp` (bpy.types.SolidifyModifier attribute)
- `use_thickness_curve` (bpy.types.GPencilSculptSettings attribute)
- `use_thickness_from_shadow` (bpy.types.Material attribute)
- `use_tips` (bpy.types.ShaderNodeUVAAlongStroke attribute)
- `use_tooltip` (bpy.types.Gizmo attribute)
- `use_tracer_particles` (bpy.types.FluidDomainSettings attribute)
- `use_track_normal` (bpy.types.ShrinkwrapConstraint attribute)
- `use_transform` (bpy.types.CastModifier attribute)
- `use_transform_correct_face_attributes` (bpy.types.ToolSettings attribute)
- `use_transform_correct_keep_connected` (bpy.types.ToolSettings attribute)
- `use_transform_data_origin` (bpy.types.ToolSettings attribute)
- `use_transform_limit` (bpy.types.LimitDistanceConstraint attribute)
 - (bpy.types.LimitLocationConstraint attribute)
 - (bpy.types.LimitRotationConstraint attribute)
 - (bpy.types.LimitScaleConstraint attribute)
- `use_transform_pivot_point_align` (bpy.types.ToolSettings attribute)
- `use_transform_skip_children` (bpy.types.ToolSettings attribute)
- `use_translate_interface` (bpy.types.PreferencesView attribute)
- `use_translate_new_dataname` (bpy.types.PreferencesView attribute)
- `use_translate_reports` (bpy.types.PreferencesView attribute)
- `use_translate_tooltips` (bpy.types.PreferencesView attribute)
- `use_translation_x` (bpy.types.GeometryNodeGizmoTransform attribute)
- `use_translation_y` (bpy.types.GeometryNodeGizmoTransform attribute)
- `use_translation_z` (bpy.types.GeometryNodeGizmoTransform attribute)
- `use_transparency_overlap` (bpy.types.Material attribute)
- `use_transparent` (bpy.types.ShaderFxSwirl attribute)
- `use_transparent_shadow` (bpy.types.Material attribute)
- `use_trim` (bpy.types.BrushGpencilSettings attribute)
- `use_tripod_solver` (bpy.types.MovieTrackingSettings attribute)
- `use_tweak_mode` (bpy.types.AnimData attribute)
- `use_twist_curve` (bpy.types.ParticleSettings attribute)
- `use_underline` (bpy.types.TextCharacterFormat attribute)
- `use_undistorted_position` (bpy.types.FollowTrackConstraint attribute)
- `use_undo_legacy` (bpy.types.PreferencesExperimental attribute)
- `use_unified_color` (bpy.types.UnifiedPaintSettings attribute)
- `use_unified_input_samples` (bpy.types.UnifiedPaintSettings attribute)
- `use_unified_size` (bpy.types.UnifiedPaintSettings attribute)
- `use_unified_strength` (bpy.types.UnifiedPaintSettings attribute)
- `use_unified_weight` (bpy.types.UnifiedPaintSettings attribute)
- `use_uniform_opacity` (bpy.types.GreasePencilOpacityModifier attribute)
- `use_uniform_random_scale` (bpy.types.GreasePencilArrayModifier attribute)
 - (bpy.types.GreasePencilOffsetModifier attribute)
- `use uniform scale` (bpy.types.BrushCurvesSculptSettings attribute)

- `use_filter_by_owner` (bpy.types.WorkSpace attribute)
- `use_filter_case_sensitive` (bpy.types.SpaceOutliner attribute)
- `use_filter_children` (bpy.types.SpaceOutliner attribute)
- `use_filter_collection` (bpy.types.SpaceOutliner attribute)
- `use_filter_complete` (bpy.types.SpaceOutliner attribute)
- `use_filter_files` (bpy.types.PreferencesFilePaths attribute)
- `use_filter_folder` (bpy.types.FileSelectParams attribute)
- `use_filter_font` (bpy.types.FileSelectParams attribute)
- `use_filter_id_type` (bpy.types.SpaceOutliner attribute)
- `use_filter_image` (bpy.types.FileSelectParams attribute)
- `use_filter_invert` (bpy.types.DopeSheet attribute)
 - (bpy.types.UIList attribute)
- `use_filter_lib_override_system` (bpy.types.SpaceOutliner attribute)
- `use_filter_movie` (bpy.types.FileSelectParams attribute)
- `use_filter_object` (bpy.types.SpaceOutliner attribute)
- `use_filter_object_armature` (bpy.types.SpaceOutliner attribute)
- `use_filter_object_camera` (bpy.types.SpaceOutliner attribute)
- `use_filter_object_content` (bpy.types.SpaceOutliner attribute)
- `use_filter_object_empty` (bpy.types.SpaceOutliner attribute)
- `use_filter_object_grease_pencil` (bpy.types.SpaceOutliner attribute)
- `use_filter_object_light` (bpy.types.SpaceOutliner attribute)
- `use_filter_object_mesh` (bpy.types.SpaceOutliner attribute)
- `use_filter_object_others` (bpy.types.SpaceOutliner attribute)
- `use_filter_script` (bpy.types.FileSelectParams attribute)
- `use_filter_show` (bpy.types.UIList attribute)
- `use_filter_size_min` (bpy.types.ImageTexture attribute)
- `use_filter_sort_alpha` (bpy.types.UIList attribute)
- `use_filter_sort_lock` (bpy.types.UIList attribute)
- `use_filter_sort_reverse` (bpy.types.UIList attribute)
- `use_filter_sound` (bpy.types.FileSelectParams attribute)
- `use_filter_text` (bpy.types.FileSelectParams attribute)
- `use_filter_view_layers` (bpy.types.SpaceOutliner attribute)
- `use_filter_volume` (bpy.types.FileSelectParams attribute)
- `use_find_all` (bpy.types.SpaceTextEditor attribute)
- `use_find_wrap` (bpy.types.SpaceTextEditor attribute)
- `use_fit` (bpy.types.CompositorNodeLensdist attribute)
- `use_fixed_location` (bpy.types.FollowPathConstraint attribute)
- `use_flat_faces` (bpy.types.SolidifyModifier attribute)
- `use_flight` (bpy.types.BoidSettings attribute)
- `use_flip_axis` (bpy.types.BlendTexture attribute)
 - (bpy.types.ImageTexture attribute)
- `use_flip_normals` (bpy.types.SolidifyModifier attribute)
- `use_flip_particles` (bpy.types.FluidDomainSettings attribute)
- `use_flip_x` (bpy.types.CameraBackgroundImage attribute)
 - (bpy.types.EffectStrip attribute)
 - (bpy.types.ImageStrip attribute)
 - (bpy.types.MaskStrip attribute)
 - (bpy.types.MetaStrip attribute)
 - (bpy.types.MovieClipStrip attribute)
 - (bpy.types.MovieStrip attribute)
 - (bpy.types.SceneStrip attribute)
 - (bpy.types.ShaderFxFlip attribute)
- `use_flip_y` (bpy.types.CameraBackgroundImage attribute)
 - (bpy.types.EffectStrip attribute)
 - (bpy.types.ImageStrip attribute)
 - (bpy.types.MaskStrip attribute)
- `attribute`
 - (bpy.types.TransformStrip attribute)
- `use_uniform_thickness` (bpy.types.GreasePencilThickModifierData attribute)
- `use_unspill` (bpy.types.CompositorNodeColorSpill attribute)
- `use_userpref_skip_save_on_exit` (in module bpy.app)
- `use_uv_select_sync` (bpy.types.ToolSettings attribute)
- `use_variable_size` (bpy.types.CompositorNodeBlur attribute)
 - (bpy.types.CompositorNodeBokehBlur attribute)
- `use_velocity_alpha` (bpy.types.DynamicPaintBrushSettings attribute)
- `use_velocity_color` (bpy.types.DynamicPaintBrushSettings attribute)
- `use_velocity_depth` (bpy.types.DynamicPaintBrushSettings attribute)
- `use_velocity_length` (bpy.types.ParticleSettings attribute)
- `use_vert_data` (bpy.types.DataTransferModifier attribute)
- `use_vertex_grease_pencil` (bpy.types.Brush attribute)
- `use_vertex_groups` (bpy.types.ArmatureModifier attribute)
 - (bpy.types.GreasePencilArmatureModifier attribute)
- `use_vertex_interpolation` (bpy.types.MeshSequenceCacheModifier attribute)
- `use_view_as_render` (bpy.types.Image attribute)
- `use_view_map_cache` (bpy.types.FreestyleSettings attribute)
- `use_viewer_border` (bpy.types.CompositorNodeTree attribute)
- `use_viewlayer_masks` (bpy.types.GreasePencilLayer attribute)
- `use_viewport_debug` (bpy.types.PreferencesExperimental attribute)
- `use_viscoelastic_springs` (bpy.types.SPHFluidSettings attribute)
- `use_viscosity` (bpy.types.FluidDomainSettings attribute)
- `use_visual_keying` (bpy.types.PreferencesEdit attribute)
- `use_volume_custom_range` (bpy.types.SceneEVEVE attribute)
- `use_volume_preserve` (bpy.types.LaplacianSmoothModifier attribute)
 - (bpy.types.WarpModifier attribute)
- `use_volumes` (bpy.types.ViewLayer attribute)
- `use_volumetric_shadows` (bpy.types.SceneEVEVE attribute)
- `use_wait_for_click` (bpy.types.GeometryNodeTree attribute)
- `use_wave` (bpy.types.ShaderFxShadow attribute)
- `use_wave_open_border` (bpy.types.DynamicPaintSurface attribute)
- `use_weight_as_factor` (bpy.types.GreasePencilOpacityModifier attribute)
 - (bpy.types.GreasePencilTintModifier attribute)
- `use_weight_color_range` (bpy.types.PreferencesView attribute)
- `use_weight_factor` (bpy.types.GreasePencilThickModifierData attribute)
- `use_wet_mix_pressure` (bpy.types.Brush attribute)
- `use_wet_persistence_pressure` (bpy.types.Brush attribute)
- `use_white_balance` (bpy.types.ColorManagedViewSettings attribute)
- `use_whole_collection` (bpy.types.ParticleSettings attribute)
- `use_world_space_lighting` (bpy.types.View3DShading attribute)
- `use_x` (bpy.types.CastModifier attribute)
 - (bpy.types.CopyLocationConstraint attribute)
 - (bpy.types.CopyRotationConstraint attribute)

- (bpy.types.MetaStrip attribute)
- (bpy.types.MovieClipStrip attribute)
- (bpy.types.MovieStrip attribute)
- (bpy.types.SceneStrip attribute)
- (bpy.types.ShaderFxFlip attribute)
- use_float (bpy.types.EffectStrip attribute)
 - (bpy.types.ImageStrip attribute)
 - (bpy.types.MaskStrip attribute)
 - (bpy.types.MetaStrip attribute)
 - (bpy.types.MovieClipStrip attribute)
 - (bpy.types.MovieStrip attribute)
 - (bpy.types.SceneStrip attribute)
- use_flow_pressure (bpy.types.Brush attribute)
- use_foam (bpy.types.OceanModifier attribute)
- use_foam_particles (bpy.types.FluidDomainSettings attribute)
- use_follow (bpy.types.Screen attribute)
- use_fractions (bpy.types.FluidDomainSettings attribute)
- use_frame_end (bpy.types.FModifierStepped attribute)
- use_frame_interpolate (bpy.types.SpeedControlStrip attribute)
- use_frame_range (bpy.types.Action attribute)
- use_frame_start (bpy.types.FModifierStepped attribute)
- use_freestyle (bpy.types.RenderSettings attribute)
 - (bpy.types.ViewLayer attribute)
- use_freestyle_mark (bpy.types.MeshEdge attribute)
 - (bpy.types.MeshPolygon attribute)
- use_fresnel_edit (bpy.types.PreferencesView attribute)
- use_frontface (bpy.types.Brush attribute)
- use_frontface_falloff (bpy.types.Brush attribute)
- use_full_resolution (bpy.types.Scopes attribute)
- use_fuzzy_all (bpy.types.GreasePencilLineartModifier attribute)
- use_fuzzy_intersections (bpy.types.GreasePencilLineartModifier attribute)
- use_gamma_correction (bpy.types.CompositorNodeBlur attribute)
 - (bpy.types.CompositorNodeDefocus attribute)
- use_generated_float (bpy.types.Image attribute)
 - (bpy.types.UDIMTile attribute)
- use_geometry_space_chain (bpy.types.GreasePencilLineartModifier attribute)
- use_ghost_custom_colors (bpy.types.GreasePencilv3 attribute)
- use_glob (bpy.types.PathCompare attribute)
- use_global_coords (bpy.types.FieldSettings attribute)
- use_global_instance (bpy.types.ParticleSettings attribute)
- use_global_undo (bpy.types.PreferencesEdit attribute)
- use_glow_under (bpy.types.ShaderFxGlow attribute)
- use_goal (bpy.types.SoftBodySettings attribute)
- use_gpencil_automerge_strokes (bpy.types.ToolSettings attribute)
- use_gpencil_canvas_xray (bpy.types.View3DOverlay attribute)
- use_gpencil_draw_additive (bpy.types.ToolSettings attribute)
- use_gpencil_draw_onback (bpy.types.ToolSettings attribute)
- use_gpencil_edit_lines (bpy.types.View3DOverlay attribute)
- use_gpencil_fade_gp_objects (bpy.types.View3DOverlay attribute)
- use_gpencil_fade_layers (bpy.types.View3DOverlay attribute)
- use_gpencil_fade_objects (bpy.types.View3DOverlay attribute)
- use_gpencil_grid (bpy.types.View3DOverlay attribute)
- use_gpencil_multiedit_line_only (bpy.types.View3DOverlay attribute)
- use_gpencil_onion_skin (bpy.types.View3DOverlay attribute)
- use_gpencil_project_only_selected (bpy.types.ToolSettings attribute)
- use_gpencil_select_mask_point (bpy.types.ToolSettings attribute)
- use_gpencil_select_mask_segment (bpy.types.ToolSettings attribute)
- (bpy.types.CopyScaleConstraint attribute)
- (bpy.types.LaplacianSmoothModifier attribute)
- (bpy.types.SmoothModifier attribute)
- (bpy.types.WaveModifier attribute)
- use_x_symmetry (bpy.types.SkinModifier attribute)
- use_y (bpy.types.CastModifier attribute)
 - (bpy.types.CopyLocationConstraint attribute)
 - (bpy.types.CopyRotationConstraint attribute)
 - (bpy.types.CopyScaleConstraint attribute)
 - (bpy.types.LaplacianSmoothModifier attribute)
 - (bpy.types.SmoothModifier attribute)
 - (bpy.types.WaveModifier attribute)
- use_y_symmetry (bpy.types.SkinModifier attribute)
- use_z (bpy.types.CastModifier attribute)
 - (bpy.types.CopyLocationConstraint attribute)
 - (bpy.types.CopyRotationConstraint attribute)
 - (bpy.types.CopyScaleConstraint attribute)
 - (bpy.types.LaplacianSmoothModifier attribute)
 - (bpy.types.SmoothModifier attribute)
- use_z_symmetry (bpy.types.SkinModifier attribute)
- use_zbuffer (bpy.types.CompositorNodeDefocus attribute)
- use_zoom_to_fit (bpy.types.SpaceSequenceEditor attribute)
- use_zoom_to_mouse (bpy.types.PreferencesInput attribute)
- user_clear() (bpy.types.ID method)
- user_map() (bpy.types.BlendData method)
- user_of_id() (bpy.types.ID method)
- user_remap() (bpy.types.ID method)
- user_resource() (in module bpy.utils)
- user_transforms_clear() (in module bpy.ops.pose)
- UserAssetLibrary (class in bpy.types)
- UserExtensionRepo (class in bpy.types)
- UserExtensionRepo.directory (in module bpy.types)
- UserExtensionRepoCollection (class in bpy.types)
- userjit (bpy.types.ParticleSettings attribute)
- userpref_allow_online() (in module bpy.ops.extensions)
- userpref_allow_online_popup() (in module bpy.ops.extensions)
- userpref_show() (in module bpy.ops.screen)
- userpref_show_for_update() (in module bpy.ops.extensions)
- userpref_show_online() (in module bpy.ops.extensions)
- userpref_tags_set() (in module bpy.ops.extensions)
- USERPREF_UL_asset_libraries (class in bpy.types)
- USERPREF_UL_extension_repos (class in bpy.types)
- users() (bpy.types.ActionSlot method)
- UserSolidLight (class in bpy.types)
- uv (bmesh.types.BMLayerAccessLoop attribute)
 - (bmesh.types.BMLoopUV attribute)
 - (bpy.types.MeshUVLoop attribute)
- uv_layer (bpy.types.DisplaceModifier attribute)
 - (bpy.types.DynamicPaintSurface attribute)
 - (bpy.types.FluidFlowSettings attribute)
 - (bpy.types.ParticleSettingsTextureSlot attribute)
 - (bpy.types.TexPaintSlot attribute)
 - (bpy.types.UVProjectModifier attribute)
 - (bpy.types.UVWarpModifier attribute)
 - (bpy.types.WarpModifier attribute)
 - (bpy.types.WaveModifier attribute)
- uv_layer_clone (bpy.types.Mesh attribute)

- `use_gpencil_select_mask_stroke` (bpy.types.ToolSettings attribute)
- `use_gpencil_show_directions` (bpy.types.View3DOverlay attribute)
- `use_gpencil_show_material_name` (bpy.types.View3DOverlay attribute)
- `use_gpencil_thumbnail_list` (bpy.types.ToolSettings attribute)
- `use_gpencil_vertex_select_mask_point` (bpy.types.ToolSettings attribute)
- `use_gpencil_vertex_select_mask_segment` (bpy.types.ToolSettings attribute)
- `use_gpencil_vertex_select_mask_stroke` (bpy.types.ToolSettings attribute)
- `use_gpencil_weight_data_add` (bpy.types.ToolSettings attribute)
- `use_gpu_subdivision` (bpy.types.PreferencesSystem attribute)
- `use_grab_active_vertex` (bpy.types.Brush attribute)
- `use_grab_cursor` (bpy.types.Gizmo attribute)
- `use_grab_silhouette` (bpy.types.Brush attribute)
- `use_gravity` (bpy.types.Scene attribute)
 - (bpy.types.WalkNavigation attribute)
- `use_gravity_falloff` (bpy.types.FieldSettings attribute)
- `use_grayscale_preview` (bpy.types.MovieTrackingTrack attribute)
 - (bpy.types.SpaceClipEditor attribute)
- `use_grease_pencil_lights` (bpy.types.Object attribute)
- `use_grease_pencil_multi_frame_editing` (bpy.types.ToolSettings attribute)
- `use_green_channel` (bpy.types.MovieTrackingTrack attribute)
- `use_group_restrict` (bpy.types.VertexPaint attribute)
- `use_gtao` (bpy.types.SceneEevee attribute)
- `use_guide` (bpy.types.FluidDomainSettings attribute)
 - (bpy.types.GPencilSculptGuide attribute)
- `use_guide_path_add` (bpy.types.FieldSettings attribute)
- `use_guide_path_weight` (bpy.types.FieldSettings attribute)
- `use_hair_bspline` (bpy.types.ParticleSettings attribute)
- `use_hair_dynamics` (bpy.types.ParticleSystem attribute)
- `use_half_precision` (bpy.types.Image attribute)
- `use_hardness_pressure` (bpy.types.Brush attribute)
- `use_hdr` (bpy.types.CompositorNodeDenoise attribute)
- `use_hdr_view` (bpy.types.ColorManagedViewSettings attribute)
- `use_high_precision` (bpy.types.CompositorNodeKuwahara attribute)
- `use_high_quality_normals` (bpy.types.RenderSettings attribute)
- `use_highlight_tiles` (bpy.types.RenderEngine attribute)
- `use_hole_tolerant` (bpy.types.BooleanModifier attribute)
- `use_ik_limit_x` (bpy.types.PoseBone attribute)
- `use_ik_limit_y` (bpy.types.PoseBone attribute)
- `use_ik_limit_z` (bpy.types.PoseBone attribute)
- `use_ik_linear_control` (bpy.types.PoseBone attribute)
- `use_ik_rotation_control` (bpy.types.PoseBone attribute)
- `use_image_boundary_trimming` (bpy.types.GreasePencilLineartModifier attribute)
- `use_image_pin` (bpy.types.SpaceImageEditor attribute)
- `use_in_air` (bpy.types.BoidRule attribute)
- `use_incremental_displace` (bpy.types.DynamicPaintSurface attribute)
- `use_inflow` (bpy.types.FluidFlowSettings attribute)
- `use_influence` (bpy.types.FModifier attribute)
- `use_inherit_rotation` (bpy.types.Bone attribute)
 - (bpy.types.EditBone attribute)
- `use_initial_rest_length` (bpy.types.SPHFluidSettings attribute)
- `use_initial_velocity` (bpy.types.FluidFlowSettings attribute)
- `use_insertkey_needed` (bpy.types.KeyingSet attribute)
 - (bpy.types.KeyingSetPath attribute)
- `use_insertkey_override_needed` (bpy.types.KeyingSet attribute)
 - (bpy.types.KeyingSetPath attribute)

- `uv_layer_clone_index` (bpy.types.Mesh attribute)
- `uv_layer_stencil` (bpy.types.Mesh attribute)
- `uv_layer_stencil_index` (bpy.types.Mesh attribute)
- `uv_map` (bpy.types.ShaderNodeNormalMap attribute)
 - (bpy.types.ShaderNodeTangent attribute)
 - (bpy.types.ShaderNodeUVMap attribute)
- `uv_offset` (bpy.types.GreasePencilTextureModifier attribute)
- `uv_on_emitter()` (bpy.types.Particle method)
 - (bpy.types.ParticleSystem method)
- `uv_opacity` (bpy.types.SpaceUVEditor attribute)
- `uv_random` (bpy.types.BrushGpencilSettings attribute)
- `uv_scale` (bpy.types.GreasePencilTextureModifier attribute)
- `uv_sculpt_all_islands` (bpy.types.ToolSettings attribute)
- `uv_sculpt_grab()` (in module bpy.ops.sculpt)
- `uv_sculpt_lock_borders` (bpy.types.ToolSettings attribute)
- `uv_sculpt_pinch()` (in module bpy.ops.sculpt)
- `uv_sculpt_relax()` (in module bpy.ops.sculpt)
- `uv_select_mode` (bpy.types.ToolSettings attribute)
- `uv_shadow` (bpy.types.ThemeImageEditor attribute)
- `uv_smooth` (bpy.types.GeometryNodeSubdivisionSurface attribute)
 - (bpy.types.MultiresModifier attribute)
 - (bpy.types.SubsurfModifier attribute)
- `uv_sticky_select_mode` (bpy.types.ToolSettings attribute)
- `uv_texture_add()` (in module bpy.ops.mesh)
- `uv_texture_remove()` (in module bpy.ops.mesh)
- `uvedit_aspect()` (bpy.types.Scene method)
- `UVLoopLayers` (class in bpy.types)
- `UVProjectModifier` (class in bpy.types)
- `UVProjectModifier.projectors` (in module bpy.types)
- `UVProjector` (class in bpy.types)
- `uvs_reverse()` (in module bpy.ops.mesh)
- `uvs_rotate()` (in module bpy.ops.mesh)
- `UvSculpt` (class in bpy.types)
- `UvSculpt.strength_curve` (in module bpy.types)
- `UVWarpModifier` (class in bpy.types)

- `use_insertkey_override_visual` (bpy.types.KeyingSet attribute)
 - (bpy.types.KeyingSetPath attribute)
- `use_insertkey_visual` (bpy.types.KeyingSet attribute)
 - (bpy.types.KeyingSetPath attribute)
- `use_insertkey_xyz_to_rgb` (bpy.types.PreferencesEdit attribute)
- `use_instance_faces_scale` (bpy.types.Object attribute)
- `use_instance_vertices_rotation` (bpy.types.Object attribute)
- `use_interlace_swap` (bpy.types.Stereo3dDisplay attribute)
 - (bpy.types.Stereo3dFormat attribute)
- `use_internal_springs` (bpy.types.ClothSettings attribute)
- `use_interpolation` (bpy.types.ImageTexture attribute)
- `use_intersection` (bpy.types.GreasePencilLineartModifier attribute)
- `use_intersection_mask` (bpy.types.GreasePencilLineartModifier attribute)
- `use_intersection_match` (bpy.types.GreasePencilLineartModifier attribute)
- `use_intersection_priority_override` (bpy.types.MaterialLineArt attribute)
 - (bpy.types.ObjectLineArt attribute)
- `use_inverse_smooth_pressure` (bpy.types.Brush attribute)
- `use_invert_collection` (bpy.types.GreasePencilLineartModifier attribute)
- `use_invert_cull` (bpy.types.GreasePencilShrinkwrapModifier attribute)
 - (bpy.types.ShrinkwrapConstraint attribute)
 - (bpy.types.ShrinkwrapModifier attribute)
- `use_invert_output` (bpy.types.GreasePencilWeightAngleModifier attribute)
 - (bpy.types.GreasePencilWeightProximityModifier attribute)
- `use_invert_silhouette` (bpy.types.GreasePencilLineartModifier attribute)
- `use_invert_sort` (bpy.types.MovieTrackingDopesheet attribute)
- `use_italic` (bpy.types.TextCharacterFormat attribute)
 - (bpy.types.TextStrip attribute)
- `use_jitter` (bpy.types.CompositorNodeLensdist attribute)
- `use_jitter_pressure` (bpy.types.BrushGpencilSettings attribute)
- `use_jpeg2k_cinema_48` (bpy.types.ImageFormatSettings attribute)
- `use_jpeg2k_cinema_preset` (bpy.types.ImageFormatSettings attribute)
- `use_jpeg2k_ycc` (bpy.types.ImageFormatSettings attribute)
- `use_keep_caps_eraser` (bpy.types.BrushGpencilSettings attribute)
- `use_keep_loop` (bpy.types.GreasePencilTimeModifier attribute)
- `use_keep_shape` (bpy.types.GreasePencilOutlineModifier attribute)
 - (bpy.types.GreasePencilSmoothModifier attribute)
- `use_keyed_timing` (bpy.types.ParticleSystem attribute)
- `use_keyframe_cycle_aware` (bpy.types.ToolSettings attribute)
- `use_keyframe_insert_auto` (bpy.types.ToolSettings attribute)
- `use_keyframe_insert_available` (bpy.types.PreferencesEdit attribute)
- `use_keyframe_insert_keyingset` (bpy.types.ToolSettings attribute)
- `use_keyframe_insert_needed` (bpy.types.PreferencesEdit attribute)
- `use_keyframe_selection` (bpy.types.MovieTrackingSettings attribute)
- `use_land` (bpy.types.BoidSettings attribute)
- `use_layer_pass_filter` (bpy.types.GreasePencilArrayModifier attribute)
 - (bpy.types.GreasePencilBuildModifier attribute)
 - (bpy.types.GreasePencilColorModifier attribute)
 - (bpy.types.GreasePencilDashModifierData attribute)
 - (bpy.types.GreasePencilEnvelopeModifier attribute)
 - (bpy.types.GreasePencilHookModifier attribute)
 - (bpy.types.GreasePencilLatticeModifier attribute)
 - (bpy.types.GreasePencilLengthModifier attribute)
 - (bpy.types.GreasePencilMirrorModifier attribute)
 - (bpy.types.GreasePencilMultiplyModifier attribute)
 - (bpy.types.GreasePencilNoiseModifier attribute)
 - (bpy.types.GreasePencilOffsetModifier attribute)
 - (bpy.types.GreasePencilOpacityModifier attribute)

- (bpy.types.GreasePencilThickModifier attribute)
- (bpy.types.GreasePencilOutlineModifier attribute)
- (bpy.types.GreasePencilShrinkwrapModifier attribute)
- (bpy.types.GreasePencilSimplifyModifier attribute)
- (bpy.types.GreasePencilSmoothModifier attribute)
- (bpy.types.GreasePencilSubdivModifier attribute)
- (bpy.types.GreasePencilTextureModifier attribute)
- (bpy.types.GreasePencilThickModifierData attribute)
- (bpy.types.GreasePencilTimeModifier attribute)
- (bpy.types.GreasePencilTintModifier attribute)
- (bpy.types.GreasePencilWeightAngleModifier attribute)
- (bpy.types.GreasePencilWeightProximityModifier attribute)
- use_legacy_behavior (bpy.types.LimitRotationConstraint attribute)
- use_legacy_noise (bpy.types.FModifierNoise attribute)
- use_legacy_normal (bpy.types.GeometryNodeDistributePointsOnFaces attribute)
- use_length_interpolate (bpy.types.BrushCurvesSculptSettings attribute)
- use_length_max (bpy.types.FreestyleLineStyle attribute)
- use_length_min (bpy.types.FreestyleLineStyle attribute)
- use_library_path (bpy.types.PointCache attribute)
 - (bpy.types.PointCacheItem attribute)
- use_light_contour (bpy.types.GreasePencilLineartModifier attribute)
- use_lights (bpy.types.GreasePencilLayer attribute)
- use_limit_ang_x (bpy.types.RigidBodyConstraint attribute)
- use_limit_ang_y (bpy.types.RigidBodyConstraint attribute)
- use_limit_ang_z (bpy.types.RigidBodyConstraint attribute)
- use_limit_lin_x (bpy.types.RigidBodyConstraint attribute)
- use_limit_lin_y (bpy.types.RigidBodyConstraint attribute)
- use_limit_lin_z (bpy.types.RigidBodyConstraint attribute)
- use_limit_surface (bpy.types.SubsurfModifier attribute)
- use_limit_x (bpy.types.LimitRotationConstraint attribute)
- use_limit_y (bpy.types.LimitRotationConstraint attribute)
- use_limit_z (bpy.types.LimitRotationConstraint attribute)
- use_line (bpy.types.BoidRuleFollowLeader attribute)
 - (bpy.types.Brush attribute)
- use_linear_modifiers (bpy.types.Strip attribute)
- use_lineart_intersection_priority (bpy.types.Collection attribute)

Copyright © Blender Authors

Made with [Furo](#)