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- (freestyle.shaders.BlenderTextureShader method)
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- (freestyle.shaders.ConstantColorShader method)
- (freestyle.shaders.ConstantThicknessShader method)
- (freestyle.shaders.ConstrainedIncreasingThicknessShader method)
- (freestyle.shaders.GuidingLinesShader method)
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- (freestyle.shaders.PolygonalizationShader method)
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- (freestyle.shaders.SmoothingShader method)
- (freestyle.shaders.SpatialNoiseShader method)
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- (freestyle.types.FEdgeSharp method)
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A

- absorption (bpy.types.CollisionSettings attribute)
- abspath() (in module bpy.path)
- access_token (bpy.types.UserExtensionRepo attribute)
- accumulate() (aud.Sound method)
- accuracy (bpy.types.BoidSettings attribute)
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 - ~~and online (but from the View3D attribute)~~
- alliance (bpy.types.ParticleTarget attribute)
- alpha (bpy.types.CameraBackgroundImage attribute)
 - (bpy.types.ColorRampElement attribute)
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 - ~~and online (but from the Camera attribute)~~

- `act_spine` (`bpy.types.SceneView3D` attribute)
- `action` (`bpy.types.ActionConstraint` attribute)
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- `Action.curve_frame_range` (in module `bpy.types`)
- `Action.fcurves` (in module `bpy.types`)
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- `Action.is_action_layered` (in module `bpy.types`)
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- `Action.is_empty` (in module `bpy.types`)
- `Action.layers` (in module `bpy.types`)
- `Action.pose_markers` (in module `bpy.types`)
- `Action.slots` (in module `bpy.types`)
- `action_binding_create()` (`bpy.types.XrSessionState` class method)
- `action_blend_type` (`bpy.types.AnimData` attribute)
- `action_center` (`bpy.types.DisplaySafeAreas` attribute)
- `action_create()` (`bpy.types.XrSessionState` class method)
- `action_extrapolation` (`bpy.types.AnimData` attribute)
- `action_frame_end` (`bpy.types.NlaStrip` attribute)
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- `action_influence` (`bpy.types.AnimData` attribute)
- `action_pushdown()` (in module `bpy.ops.nla`)
- `action_set()` (in module `bpy.ops.outliner`)
- `action_set_create()` (`bpy.types.XrSessionState` class method)
- `action_slot` (`bpy.types.ActionConstraint` attribute)
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- `action_state_get()` (`bpy.types.XrSessionState` class method)
- `action_sync_length()` (in module `bpy.ops.nla`)
- `action_tweak_storage` (`bpy.types.AnimData` attribute)
- `action_unlink()` (in module `bpy.ops.nla`)
- `ActionChannelbag` (class in `bpy.types`)
- `ActionChannelbag.fcurves` (in module `bpy.types`)
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- `ActionChannelbag.slot` (in module `bpy.types`)
- `ActionChannelbag.slot_handle` (in module `bpy.types`)
- `ActionChannelbagFCurves` (class in `bpy.types`)
- `ActionChannelbagGroups` (class in `bpy.types`)
- `ActionChannelbags` (class in `bpy.types`)
- `actionclip_add()` (in module `bpy.ops.nla`)
- `ActionConstraint` (class in `bpy.types`)
- `ActionConstraint.action_suitable_slots` (in module `bpy.types`)
- `ActionFCurves` (class in `bpy.types`)
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- `ActionGroup.channels` (in module `bpy.types`)
- `ActionGroup.colors` (in module `bpy.types`)
- `ActionGroup.is_custom_color_set` (in module `bpy.types`)
- `ActionGroups` (class in `bpy.types`)
- `ActionKeyframeStrip` (class in `bpy.types`)
- `ActionKeyframeStrip.channelbags` (in module `bpy.types`)
- `ActionLayer` (class in `bpy.types`)
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- `alpha_factor` (`bpy.types.LineStyleTextureSlot` attribute)
- `alpha_highlight` (`bpy.types.Gizmo` attribute)
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 - (`bpy.types.Image` attribute)
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- `alpha_threshold` (`bpy.types.Material` attribute)
- `AlphaOverStrip` (class in `bpy.types`)
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- `alt` (`bpy.types.KeyMapItem` attribute)
- `alt_ui` (`bpy.types.KeyMapItem` attribute)
- `altitude` (`bpy.types.ShaderNodeTexSky` attribute)
- `ambient` (`freestyle.types.Material` attribute)
- `amplitude` (`bpy.types.FModifierFunctionGenerator` attribute)
 - (`bpy.types.Keyframe` attribute)
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 - (`bpy.types.LineStyleColorModifier_Noise` attribute)
 - (`bpy.types.LineStyleGeometryModifier_PerlinNoise1D` attribute)
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 - (`bpy.types.LineStyleGeometryModifier_SinusDisplacement` attribute)
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- `anaglyph_type` (`bpy.types.Stereo3dDisplay` attribute)
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- `anchor_frame` (`bpy.types.MovieTrackingStabilization` attribute)
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- `angle` (`bpy.types.BrushGpencilSettings` attribute)
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 - (`bpy.types.GPencilSculptGuide` attribute)
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 - (`bpy.types.SimpleDeformModifier` attribute)
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- ActionLayers (class in bpy.types)
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- ActionSlot.active (in module bpy.types)
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- active (bmesh.types.BMEditSelSeq attribute)
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- `air_ave_max` (`bpy.types.BoidSettings` attribute)
- `air_damping` (`bpy.types.ClothSettings` attribute)
- `air_density` (`bpy.types.ShaderNodeTexSky` attribute)
- `air_personal_space` (`bpy.types.BoidSettings` attribute)
- `air_speed_max` (`bpy.types.BoidSettings` attribute)
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- `alembic` (in module `bpy.app`)
- `alembic_export()` (`bpy.types.Scene` method)
 - (in module `bpy.ops.wm`)
- `alembic_import()` (in module `bpy.ops.wm`)
- `alert` (`bpy.typesUILayout` attribute)
- `align()` (in module `bpy.ops.armature`)
 - (in module `bpy.ops.object`)
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- `align_orientation()` (`bpy.types.EditBone` method)
- `align_roll()` (`bpy.types.EditBone` method)
- `align_rotation()` (in module `bpy.ops.uv`)
- `align_update_callback()` (`bpy_extras.object_utils.AddObjectHelper` method)
- `align_x` (`bpy.types.GeometryNodeStringToCurves` attribute)
 - (`bpy.types.TextCurve` attribute)
- `align_y` (`bpy.types.GeometryNodeStringToCurves` attribute)
 - (`bpy.types.TextCurve` attribute)
- `alignment` (`bpy.typesUILayout` attribute)
- `alignment_mode` (`bpy.types.MaterialGPencilStyle` attribute)
- `alignment_rotation` (`bpy.types.GreasePencilTextureModifier` attribute)
 - (`bpy.types.MaterialGPencilStyle` attribute)
- `alignment_x` (`bpy.types.TextStrip` attribute)
- `alive_state` (`bpy.types.Particle` attribute)
- `all` (`bpy.types.EffectorWeights` attribute)

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- `b` (`mathutils.Color` attribute)
- `back` (`bpy.types.Keyframe` attribute)
 - (`bpy.types.ThemeAssetShelf` attribute)
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- `back_svertex` (`freestyle.types.TVertex` attribute)
- `back_to_previous()` (in module `bpy.ops.screen`)
- `backbone_length`

- attribute)
- (`bpy.types.Sculpt` attribute)
- `automasking_cavity_blur_steps` (`bpy.types.Brush` attribute)
 - (`bpy.types.Sculpt` attribute)
- `automasking_cavity_factor` (`bpy.types.Brush` attribute)
 - (`bpy.types.Sculpt` attribute)
- `automasking_start_normal_falloff` (`bpy.types.Brush` attribute)
 - (`bpy.types.Sculpt` attribute)
- `automasking_start_normal_limit` (`bpy.types.Brush` attribute)
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- `automasking_view_normal_falloff` (`bpy.types.Brush` attribute)
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 - (`bpy.types.Sculpt` attribute)
- `autopack_toggle()` (in module `bpy.ops.file`)
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- `auxiliary_target` (`bpy.types.GreasePencilShrinkwrapModifier` attribute)
 - (`bpy.types.ShrinkwrapModifier` attribute)
- `average_islands_scale()` (in module `bpy.ops.uv`)
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- `axes_position` (`bpy.types.Armature` attribute)
- `axis` (`bpy.types.CompositorNodeFlip` attribute)
 - (`bpy.types.CompositorNodeSplit` attribute)
 - (`bpy.types.FunctionNodeAlignEulerToVector` attribute)
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 - (`bpy.types.GreasePencilWeightAngleModifier` attribute)
 - (`bpy.types.ParticleInstanceModifier` attribute)
 - (`bpy.types.ScrewModifier` attribute)
 - (`bpy.types.ShaderNodeTangent` attribute)
 - (`mathutils.Quaternion` attribute)
- `axis0_region` (`bpy.types.XrActionMapBinding` attribute)
- `axis1_region` (`bpy.types.XrActionMapBinding` attribute)
- `axis_conversion()` (in module `bpy_extras.io_utils`)
- `axis_conversion_ensure()` (in module `bpy_extras.io_utils`)
- `axis_u` (`bpy.types.UVWarpModifier` attribute)
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- `axis_x` (`bpy.types.ThemeUserInterface` attribute)
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- `axis_z` (`bpy.types.ThemeUserInterface` attribute)
- `AxisRollFromMatrix()` (`bpy.types.Bone` class method)
- `azimuth` (aud.Source attribute)

- `bl_socket_idname` (`bpy.types.NodeTreeInterfaceSocket` attribute)
- `bl_space_type` (`bpy.types.AssetShelf` attribute)
 - (`bpy.types.GizmoGroup` attribute)
 - (`bpy.types.Header` attribute)
 - (`bpy.types.Panel` attribute)
- `bl_subtype_label` (`bpy.types.NodeSocket` attribute)
- `bl_translation_context` (`bpy.types.Macro` attribute)
 - (`bpy.types.Menu` attribute)

- (bpy.types.LineStyleGeometryModifier_BackboneStretcher attribute)
 - (bpy.types.LineStyleGeometryModifier_Blueprint attribute)
 - BackboneStretcherShader (class in freestyle.shaders)
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 - backdrop_offset (bpy.types.SpaceNodeEditor attribute)
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 - backend_type_get() (in module gpu.platform)
 - background (in module bpy.app)
 - background_color (bpy.types.View3DShading attribute)
 - background_set (bpy.types.Scene attribute)
 - background_type (bpy.types.ThemeGradientColors attribute)
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 - backimage_fit() (in module bpy.ops.node)
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 - backup_clear() (bpy.types.Pose class method)
 - backup_create() (bpy.types.Pose class method)
 - backup_restore() (bpy.types.Pose class method)
 - bake() (bpy.types.FCurve method)
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 - (in module bpy.ops.dpaint)
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 - bake_action() (in module bpy_extras.anim_utils)
 - bake_action_iter() (in module bpy_extras.anim_utils)
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 - (in module bpy.ops.ptcache)
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 - bake_bias (bpy.types.RenderSettings attribute)
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 - bake_from_cache() (in module bpy.ops.ptcache)
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 - bake_image() (in module bpy.ops.object)
 - bake_keys() (in module bpy.ops.action)
 - (in module bpy.ops.graph)
 - bake_location (bpy.types.AnimVizMotionPaths attribute)
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 - bake_node_item_remove() (in module bpy.ops.node)
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 - bake_samples (bpy.types.LightProbeVolume attribute)
 - (bpy.types.RenderSettings attribute)
 - bake_target (bpy.types.NodesModifier attribute)
 - (bpy.types.NodesModifierBake attribute)
 - bake_to_keyframes() (in module bpy.ops.rigidbody)
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- bl_undo_group (bpy.types.Macro attribute)
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- bl_use_custom_freestyle (bpy.types.RenderEngine attribute)
- bl_use_eevee_viewport (bpy.types.RenderEngine attribute)
- bl_use_gpu_context (bpy.types.RenderEngine attribute)
- bl_use_group_interface (bpy.types.NodeTree attribute)
- bl_use_image_save (bpy.types.RenderEngine attribute)
- bl_use_materialx (bpy.types.RenderEngine attribute)
- bl_use_postprocess (bpy.types.RenderEngine attribute)
- bl_use_preview (bpy.types.RenderEngine attribute)
- bl_use_shading_nodes_custom (bpy.types.RenderEngine attribute)
- bl_use_spherical_stereo (bpy.types.RenderEngine attribute)
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 - (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)
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 - (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.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)
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 - (bpy.types.MaskLayer attribute)
 - (bpy.types.ThemeWidgetStateColors attribute)
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- `bake_type` (`bpy.types.RenderSettings` attribute)
- `bake_user_scale` (`bpy.types.RenderSettings` attribute)
- `BakeOptions` (class in `bpy_extras.anim_utils`)
- `BakeSettings` (class in `bpy.types`)
- `BakeSettings.image_settings` (in module `bpy.types`)
- `BakeSettings.pass_filter` (in module `bpy.types`)
- `balance()` (`mathutils.kdtree.KDTree` method)
- `ball_damp` (`bpy.types.SoftBodySettings` attribute)
- `ball_size` (`bpy.types.SoftBodySettings` attribute)
- `ball_stiff` (`bpy.types.SoftBodySettings` attribute)
- `bands_direction` (`bpy.types.ShaderNodeTexWave` attribute)
- `bank` (`bpy.types.BoidSettings` attribute)
- `banner()` (in module `bpy.ops.console`)
- `barycentric_transform()` (in module `mathutils.geometry`)
- `base_path` (`bpy.types.CompositorNodeOutputFile` attribute)
- `base_pose_angle` (`bpy.types.XrSessionSettings` attribute)
- `base_pose_location` (`bpy.types.XrSessionSettings` attribute)
- `base_pose_object` (`bpy.types.XrSessionSettings` attribute)
- `base_pose_type` (`bpy.types.XrSessionSettings` attribute)
- `base_scale` (`bpy.types.XrSessionSettings` attribute)
- `basename()` (in module `bpy.path`)
- `batch_for_shader()` (in module `gpu_extras.batch`)
- `batch_remove()` (`bpy.types.BlendData` method)
- `batch_rename()` (in module `bpy.ops.wm`)
- `bbone_curveinx` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
 - (`bpy.types.PoseBone` attribute)
- `bbone_curveinz` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
 - (`bpy.types.PoseBone` attribute)
- `bbone_curveoutx` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
 - (`bpy.types.PoseBone` attribute)
- `bbone_curveoutz` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
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- `bbone_custom_handle_end` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
- `bbone_custom_handle_start` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
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 - (`bpy.types.EditBone` attribute)
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- `bbone_handle_type_end` (`bpy.types.Bone` attribute)
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 - (`bpy.types.EditBone` attribute)
- `bbone_handle_use Ease_end` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
- `bbone_handle_use Ease_start` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
- `bbone_handle_use scale_end` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
- `blend_data` (in module `bpy.context`)
- `blend_effect` (`bpy.types.ColorMixStrip` attribute)
- `blend_factor` (`bpy.types.ColorMapping` attribute)
 - (`bpy.types.SpaceClipEditor` attribute)
 - (`bpy.types.SpaceImageEditor` attribute)
- `blend_from_shape()` (in module `bpy.ops.mesh`)
- `blend_get()` (in module `gpu.state`)
- `blend_import_post` (in module `bpy.app.handlers`)
- `blend_import_pre` (in module `bpy.app.handlers`)
- `blend_in` (`bpy.types.FModifier` attribute)
 - (`bpy.types.NlaStrip` attribute)
- `blend_method` (`bpy.types.Material` attribute)
- `blend_mode` (`bpy.types.GreasePencilLayer` attribute)
 - (`bpy.types.ShaderFxGlow` attribute)
- `blend_offset()` (in module `bpy.ops.graph`)
- `blend_out` (`bpy.types.FModifier` attribute)
 - (`bpy.types.NlaStrip` attribute)
- `blend_paths()` (in module `bpy.utils`)
- `blend_pose_asset()` (in module `bpy.ops.poselib`)
- `blend_pose_from_action()` (`bpy.types.Pose` class method)
- `blend_set()` (in module `gpu.state`)
- `blend_strings_utf8_validate()` (in module `bpy.ops.wm`)
- `blend_to_default()` (in module `bpy.ops.graph`)
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- `blend_to_neighbor()` (in module `bpy.ops.graph`)
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- `blend_type` (`bpy.types.ColorMapping` attribute)
 - (`bpy.types.CompositorNodeMixRGB` attribute)
 - (`bpy.types.FModifierNoise` attribute)
 - (`bpy.types.NlaStrip` attribute)
 - (`bpy.types.ShaderNodeMix` attribute)
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 - (`bpy.types.ShaderNodeOutputLineStyle` attribute)
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- `blend_with_rest()` (in module `bpy.ops.pose`)
- `BlendData` (class in `bpy.types`)
- `BlendData.actions` (in module `bpy.types`)
- `BlendData.armatures` (in module `bpy.types`)
- `BlendData.brushes` (in module `bpy.types`)
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- `BlendData.cameras` (in module `bpy.types`)
- `BlendData.collections` (in module `bpy.types`)
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- `BlendData.filepath` (in module `bpy.types`)
- `BlendData.fonts` (in module `bpy.types`)
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- `BlendData.hair_curves` (in module `bpy.types`)
- `BlendData.images` (in module `bpy.types`)
- `BlendData.is_dirty` (in module `bpy.types`)
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- `BlendData.lattices` (in module `bpy.types`)
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- `bbone_handle_use_scale_start` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
- `bbone_mapping_mode` (`bpy.types.Bone` attribute)
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- `bbone_resize()` (in module `bpy.ops.transform`)
- `bbone_rollin` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
 - (`bpy.types.PoseBone` attribute)
- `bbone_rollout` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
 - (`bpy.types.PoseBone` attribute)
- `bbone_scalein` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
 - (`bpy.types.PoseBone` attribute)
- `bbone_scaleout` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
 - (`bpy.types.PoseBone` attribute)
- `bbone_segment_index()` (`bpy.types.PoseBone` method)
- `bbone_segment_matrix()` (`bpy.types.PoseBone` method)
- `bbone_segments` (`bpy.types.Bone` attribute)
 - (`bpy.types.EditBone` attribute)
- `bbone_x` (`bpy.types.Bone` attribute)
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- `BBox` (class in `freestyle.types`)
- `bbox` (`freestyle.types.SShape` attribute)
- `beautify_fill()` (in module `bmesh.ops`)
 - (in module `bpy.ops.mesh`)
- `before_color` (`bpy.types.GreasePencilV3` attribute)
- `before_current_frame` (`bpy.types.ThemeView3D` attribute)
- `begin` (`freestyle.types.ViewEdgeIterator` attribute)
- `begin_result()` (`bpy.types.RenderEngine` method)
- `bend` (`bpy.types.SoftBodySettings` attribute)
- `bend()` (in module `bpy.ops.transform`)
- `bending_damping` (`bpy.types.ClothSettings` attribute)
- `bending_model` (`bpy.types.ClothSettings` attribute)
- `bending_random` (`bpy.types.ParticleSettings` attribute)
- `bending_stiffness` (`bpy.types.ClothSettings` attribute)
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- `beta` (`bpy.types.FluidDomainSettings` attribute)
- `bevel()` (in module `bmesh.ops`)
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- `bevel_convex` (`bpy.types.SolidifyModifier` attribute)
- `bevel_depth` (`bpy.types.Curve` attribute)
- `bevel_factor_end` (`bpy.types.Curve` attribute)
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- `BlendData.lights` (in module `bpy.types`)
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- `BlendData.masks` (in module `bpy.types`)
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- `BlendData.shape_keys` (in module `bpy.types`)
- `BlendData.sounds` (in module `bpy.types`)
- `BlendData.speakers` (in module `bpy.types`)
- `BlendData.texts` (in module `bpy.types`)
- `BlendData.textures` (in module `bpy.types`)
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- `BlendDataArmatures` (class in `bpy.types`)
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- `BlendDataCacheFiles` (class in `bpy.types`)
- `BlendDataCameras` (class in `bpy.types`)
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- `BlendDataHairCurves` (class in `bpy.types`)
- `BlendDataImages` (class in `bpy.types`)
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- bidirectional_chain() (freestyle.types.Operators static method)
- bimanual (bpy.types.XrActionMapItem attribute)
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- [custom_shape_transform \(bpy.types.PoseBone attribute\)](#)
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- `Event.mouse_region_x` (in module `bpy.types`)
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- `event_timer_add()` (`bpy.types.WindowManager` method)
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- `exclude_border` (`bpy.types.FreestyleLineSet` attribute)
- `exclude_contour` (`bpy.types.FreestyleLineSet` attribute)
- `exclude_collapse` (`bpy.types.FreestyleLineSet` attribute)
- `exclude_edge_mark` (`bpy.types.FreestyleLineSet` attribute)
- `exclude_external_contour` (`bpy.types.FreestyleLineSet` attribute)
- `exclude_material_boundary` (`bpy.types.FreestyleLineSet` attribute)
- `exclude_ridge_valley` (`bpy.types.FreestyleLineSet` attribute)
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- (`freestyle.types.SShape` attribute)
- (`freestyle.types.ViewShape` attribute)
- `edges_begin()` (`freestyle.types.ViewVertex` method)
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- `edit_directory_path()` (in module `bpy.ops.file`)
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- `effector_type` (`bpy.types.FluidEffectorSettings` attribute)
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- `experimental_filter_palette` (`bpy.types.FileAssetSelectIDFilter` attribute)
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- `experimental_filter_pointcloud` (`bpy.types.FileAssetSelectIDFilter` attribute)
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- `equalize_handles()` (in module `bpy.ops.graph`)
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 - (bpy.types.CompositorNodeLevels class method)
 - (bpy.types.CompositorNodeLumaMatte class method)
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- `(bpy.types.TextureNodeValToNor` class method)
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- `poly_mapping` (`bpy.types.DataTransferModifier` attribute)
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 - (bpy.types.XrSessionSettings attribute)
- show_object_viewport_mesh (bpy.types.SpaceView3D attribute)
 - (bpy.types.XrSessionSettings attribute)
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- 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_axis_y (bpy.types.GreasePencilMirrorModifier attribute)
- use_axis_z (bpy.types.GreasePencilMirrorModifier attribute)
- use_back_face_culling (bpy.types.GreasePencilLineartModifier attribute)
- use_backface_culling (bpy.types.ImagePaint attribute)
 - (bpy.types.Material attribute)
- use_backface_culling_lightprobe_volume (bpy.types.Material attribute)
- use_backface_culling_shadow (bpy.types.Material attribute)
- use_bake_clear (bpy.types.RenderSettings attribute)
- use_bake_lores_mesh (bpy.types.RenderSettings attribute)
- use_bake_multires (bpy.types.RenderSettings attribute)
- use_bake_selected_to_active (bpy.types.RenderSettings attribute)
- use_bake_user_scale (bpy.types.RenderSettings attribute)
- use_bbone_shape (bpy.types.CopyLocationConstraint attribute)
 - (bpy.types.CopyTransformsConstraint attribute)
 - (bpy.types.DampedTrackConstraint attribute)
 - (bpy.types.LimitDistanceConstraint attribute)
 - (bpy.types.LockedTrackConstraint attribute)
 - (bpy.types.PivotConstraint attribute)
 - (bpy.types.StretchToConstraint attribute)
 - (bpy.types.TrackToConstraint attribute)
- use_bezier_u (bpy.types.Spline attribute)
- use_bezier_v (bpy.types.Spline attribute)
- use_bisect_axis (bpy.types.MirrorModifier attribute)
- use_bisect_flip_axis (bpy.types.MirrorModifier attribute)
- use_blue_channel (bpy.types.MovieTrackingTrack attribute)
- use_bokeh (bpy.types.CompositorNodeBlur attribute)
- use_bokeh_jittered (bpy.types.SceneEEVEE attribute)
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 - (bpy.types.TextStrip attribute)
- use_bone_envelopes (bpy.types.ArmatureConstraint attribute)
 - (bpy.types.ArmatureModifier attribute)
 - (bpy.types.GreasePencilArmatureModifier attribute)
- use_bone_object_action (bpy.types.ActionConstraint attribute)
- use_border (bpy.types.RenderSettings attribute)
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- use_box (bpy.types.TextStrip attribute)
- use_box_clip (bpy.types.RegionView3D attribute)
- use_breaking (bpy.types.RigidBodyConstraint attribute)
- use_brute (bpy.types.MovieTrackingTrack attribute)
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- use_bulge_max (bpy.types.SplineIKConstraint attribute)
 - (bpy.types.StretchToConstraint attribute)
- use_bulge_min (bpy.types.SplineIKConstraint attribute)
 - (bpy.types.StretchToConstraint attribute)
- use_cache (bpy.types.GreasePencilLineartModifier attribute)
 - (bpy.types.UserExtensionRepo attribute)
- use_cache_composite (bpy.types.SequenceEditor attribute)
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- use_cache_final (bpy.types.SequenceEditor attribute)
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- use_pin (bpy.types.ActionGroup attribute)
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- use_pin_boundary (bpy.types.CorrectiveSmoothModifier attribute)
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- use_play_animation_editors (bpy.types.Screen attribute)
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- use_point_count_interpolate (bpy.types.BrushCurvesSculptSettings attribute)
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- use_preserve_length (bpy.types.ParticleEdit attribute)
- use_preserve_root (bpy.types.ParticleEdit attribute)
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- use_pressure (bpy.types.BrushGpencilSettings attribute)
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- use_project_y (bpy.types.GreasePencilShrinkwrapModifier attribute)
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 - (bpy.types.MovieStrip attribute)
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- use_rake (bpy.types.BrushTextureSlot attribute)
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- 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_creature (bpy.types.GreasePencilLineartModifier attribute)
 - (bpy.types.WireframeModifier attribute)
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- use_current_location (bpy.types.ArmatureConstraint attribute)
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- use_curve_mapping (bpy.types.ColorManagedViewSettings attribute)
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- use_curved (bpy.types.CompositorNodeVecBlur attribute)
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 - (bpy.types.Node attribute)
- use_custom_curve (bpy.types.GreasePencilColorModifier attribute)
 - (bpy.types.GreasePencilHookModifier attribute)
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 - (bpy.types.GreasePencilThickModifierData attribute)
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- use_custom_directory (bpy.types.UserExtensionRepo attribute)
- use_custom_distance (bpy.types.Light attribute)
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- use_custom_path (bpy.types.NodesModifierBake attribute)
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 - (bpy.types.CompositorNodeCryptomatteV2 attribute)
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- use_react_multiple (bpy.types.ParticleSettings attribute)
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- use_region_overlap (bpy.types.PreferencesSystem attribute)
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 - (bpy.types.CompositorNodeTranslate attribute)
 - (bpy.types.Key attribute)
- use_relative_location (bpy.types.PivotConstraint attribute)
- use_relative_offset (bpy.types.ArrayModifier attribute)
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- use_cyclic_offset (bpy.types.Bone attribute)
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- 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)
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- use_rotations (bpy.types.ParticleSettings attribute)
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- use_scale_x (bpy.types.ChildOfConstraint attribute)
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- use_secondary_overlay (bpy.types.Brush attribute)
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 - use_self_effect (bpy.types.ParticleSettings attribute)
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- `view_from`(`bpy.types.BakeSettings` attribute)
- `view_ghost_border()` (in module `bpy.ops.sequencer`)
- `view_height`(`bpy.types.WalkNavigation` attribute)
- `view_item_rename()` (in module `bpy.ops.ui`)
- `view_layer`(`bpy.types.Window` attribute)
 - (in module `bpy.context`)
- `view_layer_add()` (in module `bpy.ops.scene`)
- `view_layer_add_aov()` (in module `bpy.ops.scene`)
- `view_layer_add_lightgroup()` (in module `bpy.ops.scene`)
- `view_layer_add_used_lightgroups()` (in module `bpy.ops.scene`)
- `view_layer_remove()` (in module `bpy.ops.scene`)
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- `view_layer_remove_lightgroup()` (in module `bpy.ops.scene`)
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- `view_location`(`bpy.types.RegionView3D` attribute)
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- `view_matrix`(`bpy.types.RegionView3D` attribute)
- `view_ndof()` (in module `bpy.ops.clip`)
 - (in module `bpy.ops.image`)
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- `view_overlay`(`bpy.types.ThemeView3D` attribute)
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 - (in module `bpy.ops.image`)
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- `view_persportho()` (in module `bpy.ops.view3d`)
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- `view_rotate_sensitivity_trackball`(`bpy.types.PreferencesInput` attribute)
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- (`bpy.types.ThemeImageEditor` attribute)
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 - (in module `bpy.ops.paint`)
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- vertex_group_field (bpy.types.ParticleSystem attribute)
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 - (bpy.types.GreasePencilOffsetModifier attribute)
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 - (bpy.types.GreasePencilThickModifierData attribute)
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- vertex_group_rotation (bpy.types.ParticleSystem attribute)
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- views_format (bpy.types.Image attribute)
 - (bpy.types.ImageFormatSettings attribute)
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- visibility_collection (bpy.types.LightProbe attribute)
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- visible (freestyle.types.StrokeAttribute attribute)
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- visible_camera (bpy.types.Object attribute)
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- visible_glossy (bpy.types.Object attribute)
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- visible_transmission (bpy.types.Object attribute)
- visible_volume_scatter (bpy.types.Object attribute)
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- `vertex_group_shear_stiffness` (bpy.types.ClothSettings attribute)
- `vertex_group_shrink` (bpy.types.ClothSettings attribute)
- `vertex_group_size` (bpy.types.ParticleSystem attribute)
- `vertex_group_smooth()` (in module bpy.ops.grease_pencil)
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- `vertex_group_sort()` (in module bpy.ops.object)
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- `vertex_group_tangent` (bpy.types.ParticleSystem attribute)
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- `vertex_group_user` (bpy.types.ToolSettings attribute)
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- `vertex_in()` (gpu.types.GPUShaderCreateInfo method)
- `vertex_index` (bpy.types.MeshLoop attribute)
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- `WORD_WRAP` (in module `blf`)
- `word_wrap()` (in module `blf`)
- `workspace` (`bpy.types.Window` attribute)
- `WorkSpace` (class in `bpy.types`)
- `workspace` (in module `bpy.context`)
- `WorkSpace.owner_ids` (in module `bpy.types`)
- `WorkSpace.screens` (in module `bpy.types`)
- `WorkSpace.tools` (in module `bpy.types`)
- `workspace_cycle()` (in module `bpy.ops.screen`)
- `workspace_tool_type` (`bpy.types.ToolSettings` attribute)
- `WORKSPACE_UL_addons_items` (class in `bpy.types`)
- `WorkSpaceTool` (class in `bpy.types`)
- `WorkSpaceTool.brush_type` (in module `bpy.types`)
- `WorkSpaceTool.has_datablock` (in module `bpy.types`)
- `WorkSpaceTool.index` (in module `bpy.types`)
- `WorkSpaceTool.mode` (in module `bpy.types`)
- `WorkSpaceTool.space_type` (in module `bpy.types`)
- `WorkSpaceTool.use_brushes` (in module `bpy.types`)
- `WorkSpaceTool.use_paint_canvas` (in module `bpy.types`)
- `WorkSpaceTool.widget` (in module `bpy.types`)
- `world` (`bpy.types.Scene` attribute)
- `World` (class in `bpy.types`)
- `world` (in module `bpy.context`)
- `World.animation_data` (in module `bpy.types`)
- `World.cycles` (in module `bpy.types`)
- `World.cycles_visibility` (in module `bpy.types`)
- `World.light_settings` (in module `bpy.types`)
- `World.mist_settings` (in module `bpy.types`)
- `World.node_tree` (in module `bpy.types`)
- `world_add()` (in module `bpy.ops.rigidbody`)
- `world_override` (`bpy.types.ViewLayer` attribute)
- `world_remove()` (in module `bpy.ops.rigidbody`)
- `world_to_camera_view()` (in module `bpy_extras.object_utils`)
- `WorldLighting` (class in `bpy.types`)
- `WorldMistSettings` (class in `bpy.types`)
- `wrap_axis` (`bpy.types.CompositorNodeTranslate` attribute)
- `wrap_method` (`bpy.types.GreasePencilShrinkwrapModifier` attribute)
 - (`bpy.types.ShrinkwrapModifier` attribute)
- `wrap_mode` (`bpy.types.GreasePencilShrinkwrapModifier` attribute)
 - (`bpy.types.ShrinkwrapConstraint` attribute)

- `weight_from_bones()` (in module `bpy.ops.paint`)
- `weight_gradient()` (in module `bpy.ops.paint`)
- `weight_interpolation` (`bpy.types.MaskSpline` attribute)
- `weight_invert()` (in module `bpy.ops.grease_pencil`)
- `weight_paint()` (in module `bpy.ops.paint`)
- `weight_paint_mode_opacity` (`bpy.types.View3DOverlay` attribute)
- `weight_paint_object` (in module `bpy.context`)
- `weight_paint_toggle()` (in module `bpy.ops.paint`)
- `weight_sample()` (in module `bpy.ops.grease_pencil`)
 - (in module `bpy.ops.paint`)
- `weight_sample_group()` (in module `bpy.ops.paint`)
- `weight_set()` (in module `bpy.ops.paint`)
 - (in module `bpy.ops.particle`)
- `weight_softbody` (`bpy.types.BezierSplinePoint` attribute)
 - (`bpy.types.LatticePoint` attribute)
 - (`bpy.types.SplinePoint` attribute)
- `weight_stab` (`bpy.types.MovieTrackingTrack` attribute)
- `weight_toggle_direction()` (in module `bpy.ops.grease_pencil`)
- `weight_tool` (`bpy.types.Brush` attribute)
- `WeightedNormalModifier` (class in `bpy.types`)
- `weightmode_toggle()` (in module `bpy.ops.grease_pencil`)
- `weld()` (in module `bpy.ops.uv`)
- `weld_verts()` (in module `bmesh.ops`)
- `WeldModifier` (class in `bpy.types`)
- `wet_mix` (`bpy.types.Brush` attribute)
- `wet_paint_radius_factor` (`bpy.types.Brush` attribute)
- `wet_persistence` (`bpy.types.Brush` attribute)
- `white_balance_temperature` (`bpy.types.ColorManagedViewSettings` attribute)
- `white_balance_tint` (`bpy.types.ColorManagedViewSettings` attribute)
- `white_balance_whitепoint` (`bpy.types.ColorManagedViewSettings` attribute)
- `white_level` (`bpy.types.CurveMapping` attribute)
- `white_value` (`bpy.types.WhiteBalanceModifier` attribute)
- `WhiteBalanceModifier` (class in `bpy.types`)
- `widget_emboss` (`bpy.types.ThemeUserInterface` attribute)
- `widget_text_cursor` (`bpy.types.ThemeUserInterface` attribute)
- `width` (`bpy.types.BakeSettings` attribute)
 - (`bpy.types.BevelModifier` attribute)
 - (`bpy.types.Node` attribute)
 - (`bpy.types.TextBox` attribute)
 - (`bpy.types.WaveModifier` attribute)
 - (`gpu.types.GPUOffScreen` attribute)
 - (`gpu.types.GPUTexture` attribute)
- `width_pct` (`bpy.types.BevelModifier` attribute)
- `wind` (`bpy.types.EffectorWeights` attribute)
- `wind_factor` (`bpy.types.FieldSettings` attribute)
- `wind_velocity` (`bpy.types.OceanModifier` attribute)
- `Window` (class in `bpy.types`)
- `window` (in module `bpy.context`)
- `Window.height` (in module `bpy.types`)
- `Window.modal_operators` (in module `bpy.types`)
- `Window.parent` (in module `bpy.types`)
- `Window.stereo_3d_display` (in module `bpy.types`)
- `Window.width` (in module `bpy.types`)
- `Window.x` (in module `bpy.types`)
- `Window.y` (in module `bpy.types`)
- `window_close()` (in module `bpy.ops.wm`)
 - (`bpy.types.ShrinkwrapModifier` attribute)
- `wrap_width` (`bpy.types.TextStrip` attribute)
- `write()` (`aud.Sound` method)
 - (`bpy.types.BlendDataLibraries` method)
 - (`bpy.types.Text` method)
 - (in module `imbuf`)
- `ww` (`mathutils.Vector` attribute)
- `www` (`mathutils.Vector` attribute)
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- `wywz` (`mathutils.Vector` attribute)
- `wyx` (`mathutils.Vector` attribute)
- `wyxw` (`mathutils.Vector` attribute)

- `windowFullscreen_toggle()` (in module `bpy.ops.wm`)
- `window_manager` (in module `bpy.context`)
- `window_new()` (in module `bpy.ops.wm`)
- `window_new_main()` (in module `bpy.ops.wm`)
- `window_sliders` (`bpy.types.ThemeGraphEditor` attribute)
 - (`bpy.types.ThemeSequenceEditor` attribute)
- `WindowManager` (class in `bpy.types`)
- `WindowManager.addon_tags` (in module `bpy.types`)
- `WindowManager.asset_path_dummy` (in module `bpy.types`)
- `WindowManager.extension_tags` (in module `bpy.types`)
- `WindowManager.is_interface_locked` (in module `bpy.types`)
- `WindowManager.keyconfigs` (in module `bpy.types`)
- `WindowManager.operators` (in module `bpy.types`)
- `WindowManager.windows` (in module `bpy.types`)
- `WindowManager.xr_session_settings` (in module `bpy.types`)
- `WindowManager.xr_session_state` (in module `bpy.types`)
- `WipeStrip` (class in `bpy.types`)
- `WipeStrip.input_count` (in module `bpy.types`)
- `wire` (`bpy.types.ThemeNodeEditor` attribute)
 - (`bpy.types.ThemeView3D` attribute)
- `wire_edit` (`bpy.types.ThemeImageEditor` attribute)
 - (`bpy.types.ThemeView3D` attribute)
- `wire_inner` (`bpy.types.ThemeNodeEditor` attribute)
- `wire_select` (`bpy.types.ThemeNodeEditor` attribute)
- `wireframe()` (in module `bmesh.ops`)
 - (in module `bpy.ops.mesh`)
- `wireframe_color_type` (`bpy.types.View3DShading` attribute)
- `wireframe_detail` (`bpy.types.VolumeDisplay` attribute)
- `wireframe_opacity` (`bpy.types.View3DOOverlay` attribute)
- `wireframe_threshold` (`bpy.types.View3DOOverlay` attribute)
- `wireframe_type` (`bpy.types.VolumeDisplay` attribute)
- `WireframeModifier` (class in `bpy.types`)
- `wyxx` (`mathutils.Vector` attribute)
- `wyxy` (`mathutils.Vector` attribute)
- `wyxz` (`mathutils.Vector` attribute)
- `wyy` (`mathutils.Vector` attribute)
- `wyyw` (`mathutils.Vector` attribute)
- `wyx` (`mathutils.Vector` attribute)
- `wyyy` (`mathutils.Vector` attribute)
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- `wyz` (`mathutils.Vector` attribute)
- `wyzw` (`mathutils.Vector` attribute)
- `wyzx` (`mathutils.Vector` attribute)
- `wzy` (`mathutils.Vector` attribute)
- `wzyz` (`mathutils.Vector` attribute)
- `wzyw` (`mathutils.Vector` attribute)
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- `wzzw` (`mathutils.Vector` attribute)
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- `wzxw` (`mathutils.Vector` attribute)
- `wzxx` (`mathutils.Vector` attribute)
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- `wzyx` (`mathutils.Vector` attribute)
- `wzyy` (`mathutils.Vector` attribute)
- `wzyz` (`mathutils.Vector` attribute)
- `wzz` (`mathutils.Vector` attribute)
- `wzzw` (`mathutils.Vector` attribute)
- `wzxx` (`mathutils.Vector` attribute)
- `wzzy` (`mathutils.Vector` attribute)
- `wzzz` (`mathutils.Vector` attribute)

X

- `x` (`bpy.types.CompositorNodeBoxMask` attribute)
 - (`bpy.types.CompositorNodeEllipseMask` attribute)
 - (`bpy.types.LineStyleGeometryModifier_2DOffset` attribute)
 - (`bpy.types.TextBox` attribute)
 - (`mathutils.Euler` attribute)
 - (`mathutils.Quaternion` attribute)
 - (`mathutils.Vector` attribute)
- `x_tilt` (`bpy.types.OperatorStrokeElement` attribute)
- `xr_navigation_fly()` (in module `bpy.ops.wm`)
- `xr_navigation_grab()` (in module `bpy.ops.wm`)
- `xr_navigation_reset()` (in module `bpy.ops.wm`)
- `xr_navigation_teleport()` (in module `bpy.ops.wm`)
- `xr_session_start_pre` (in module `bpy.app.handlers`)
- `xr_session_toggle()` (in module `bpy.ops.wm`)
- `XrActionMap` (class in `bpy.types`)
- `XrActionMap.actionmap_items` (in module `bpy.types`)
- `XrActionMapBinding` (class in `bpy.types`)
- `XrActionMapBinding.component_paths` (in module `bpy.types`)
- `XrActionMapBindings` (class in `bpy.types`)
- `XrActionMapItem` (class in `bpy.types`)
- `XrActionMapItem.bindings` (in module `bpy.types`)
- `xwyz` (`mathutils.Vector` attribute)
- `xwz` (`mathutils.Vector` attribute)
- `xwzw` (`mathutils.Vector` attribute)
- `xwzx` (`mathutils.Vector` attribute)
- `xwzy` (`mathutils.Vector` attribute)
- `xwzz` (`mathutils.Vector` attribute)
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- `xxwz` (`mathutils.Vector` attribute)
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- `xxxy` (`mathutils.Vector` attribute)
- `xxyw` (`mathutils.Vector` attribute)
- `xxyx` (`mathutils.Vector` attribute)
- `xxxx` (`mathutils.Vector` attribute)

- [XrActionMapItem](#) (in module bpy.types)
 - [op_name](#) (in module bpy.types)
 - [op_properties](#) (in module bpy.types)
 - [user_paths](#) (in module bpy.types)
- [XrActionMapItems](#) (class in bpy.types)
- [XrActionMaps](#) (class in bpy.types)
- [xray_alpha](#) (bpy.types.View3DShading attribute)
- [xray_alpha_bone](#) (bpy.types.View3DOOverlay attribute)
- [xray_alpha_wireframe](#) (bpy.types.View3DShading attribute)
- [XrComponentPath](#) (class in bpy.types)
- [XrComponentPaths](#) (class in bpy.types)
- [XrEventData](#) (class in bpy.types)
- [XrEventData.action](#) (in module bpy.types)
- [XrEventData.action_set](#) (in module bpy.types)
- [XrEventData.bimanual](#) (in module bpy.types)
- [XrEventData.controller_location](#) (in module bpy.types)
- [XrEventData.controller_location_other](#) (in module bpy.types)
- [XrEventData.controller_rotation](#) (in module bpy.types)
- [XrEventData.controller_rotation_other](#) (in module bpy.types)
- [XrEventData.float_threshold](#) (in module bpy.types)
- [XrEventData.state](#) (in module bpy.types)
- [XrEventData.state_other](#) (in module bpy.types)
- [XrEventData.type](#) (in module bpy.types)
- [XrEventData.user_path](#) (in module bpy.types)
- [XrEventData.user_path_other](#) (in module bpy.types)
- [XrSessionSettings](#) (class in bpy.types)
- [XrSessionSettings.icon_from_show_object_viewport](#) (in module bpy.types)
- [XrSessionSettings.shading](#) (in module bpy.types)
- [XrSessionState](#) (class in bpy.types)
- [XrSessionState.actionmaps](#) (in module bpy.types)
- [XrSessionState.viewer_pose_location](#) (in module bpy.types)
- [XrSessionState.viewer_pose_rotation](#) (in module bpy.types)
- [XrUserPath](#) (class in bpy.types)
- [XrUserPaths](#) (class in bpy.types)
- [xw](#) (mathutils.Vector attribute)
- [xww](#) (mathutils.Vector attribute)
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- [xwxw](#) (mathutils.Vector attribute)
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- [xwyx](#) (mathutils.Vector attribute)
- [xwyy](#) (mathutils.Vector attribute)
- [xyy](#) (mathutils.Vector attribute)
- [xyyz](#) (mathutils.Vector attribute)
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- [xyz](#) (mathutils.Vector attribute)
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- [xyzy](#) (mathutils.Vector attribute)
- [xyzz](#) (mathutils.Vector attribute)
- [xz](#) (mathutils.Vector attribute)
- [xz_scale_mode](#) (bpy.types.SplineIKConstraint attribute)
- [xzw](#) (mathutils.Vector attribute)
- [xzww](#) (mathutils.Vector attribute)
- [xzxw](#) (mathutils.Vector attribute)
- [xzyw](#) (mathutils.Vector attribute)
- [xzyx](#) (mathutils.Vector attribute)
- [xzyy](#) (mathutils.Vector attribute)
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- [xzz](#) (mathutils.Vector attribute)
- [xzzw](#) (mathutils.Vector attribute)
- [xzxz](#) (mathutils.Vector attribute)
- [xzyy](#) (mathutils.Vector attribute)
- [xzzz](#) (mathutils.Vector attribute)

Y

- [y](#) (bpy.types.CompositorNodeBoxMask attribute)
 - [\(bpy.types.CompositorNodeEllipseMask attribute\)](#)
 - [\(bpy.types.LineStyleGeometryModifier_2DOffset attribute\)](#)
 - [\(bpy.types.TextBox attribute\)](#)
 - [\(mathutils.Euler attribute\)](#)
- [yxyz](#) (mathutils.Vector attribute)
- [yxz](#) (mathutils.Vector attribute)
- [yxzw](#) (mathutils.Vector attribute)
- [yxzx](#) (mathutils.Vector attribute)
- [vxzw](#) (mathutils.Vector attribute)

- (mathutils.Quaternion attribute)
- (mathutils.Vector attribute)
- `y_scale_mode` (bpy.types.SplineIKConstraint attribute)
- `y_tilt` (bpy.types.OperatorStrokeElement attribute)
- `ycc_mode` (bpy.types.CompositorNodeCombineColor attribute)
 - (bpy.types.CompositorNodeSeparateColor attribute)
- `yield_ratio` (bpy.types.SPHFluidSettings attribute)
- `yw` (mathutils.Vector attribute)
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- `yzzx` (mathutils.Vector attribute)
- `yzzy` (mathutils.Vector attribute)
- `yzzz` (mathutils.Vector attribute)

Z

- `z` (mathutils.Euler attribute)
 - (mathutils.Quaternion attribute)
 - (mathutils.Vector attribute)
- `z_direction` (bpy.types.FieldSettings attribute)
- `z_scale` (bpy.types.CompositorNodeDefocus attribute)
- `ZDiscontinuityF0D` (class in freestyle.functions)
- `ZDiscontinuityF1D` (class in freestyle.functions)
- `zero()` (mathutils.Euler method)
 - (mathutils.Matrix method)
 - (mathutils.Vector method)
- `zone_output_node_id`
- `zxz` (mathutils.Vector attribute)
- `zxy` (mathutils.Vector attribute)
- `zxyw` (mathutils.Vector attribute)
- `zxyx` (mathutils.Vector attribute)
- `zxyy` (mathutils.Vector attribute)
- `zxyz` (mathutils.Vector attribute)
- `zxz` (mathutils.Vector attribute)
- `zxzw` (mathutils.Vector attribute)
- `zxzx` (mathutils.Vector attribute)
- `zxzy` (mathutils.Vector attribute)
- `zxzz` (mathutils.Vector attribute)

