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- `localview_remove_from()` (in module `bpy.ops.view3d`)
- `location` (aud.Handle attribute)
 - (bpy.types.CurveMapPoint attribute)
 - (bpy.types.CurveProfilePoint attribute)
 - (bpy.types.GPencilSculptGuide attribute)
 - (bpy.types.GreasePencilOffsetModifier attribute)
 - (bpy.types.Node attribute)
 - (bpy.types.Object attribute)
 - (bpy.types.OperatorStrokeElement attribute)
 - (bpy.types.Particle attribute)
 - (bpy.types.ParticleKey attribute)
 - (bpy.types.PoseBone attribute)
 - (bpy.types.TextStrip attribute)
 - (bpy.types.View3DCursor attribute)
- `location_3d_to_region_2d()` (in module `bpy_extras.view3d_utils`)
- `location_absolute` (bpy.types.Node attribute)
- `location_clear()` (in module `bpy.ops.object`)
- `location_mass_center` (bpy.types.SoftBodySettings attribute)
- `lock` (bpy.types.ActionGroup attribute)
 - (bpy.types.EditBone attribute)
 - (bpy.types.FCurve attribute)
 - (bpy.types.GPencilLayer attribute)
 - (bpy.types.GreasePencilLayer attribute)
 - (bpy.types.GreasePencilLayerGroup attribute)
 - (bpy.types.MaterialGPencilStyle attribute)
 - (bpy.types.MovieTrackingTrack attribute)
 - (bpy.types.NlaTrack attribute)
 - (bpy.types.SequenceTimelineChannel attribute)
 - (bpy.types.Strip attribute)
- `lock()` (aud.Device method)
 - (in module `bpy.ops.sequencer`)
- `lock_axis` (bpy.types.GPencilSculptSettings attribute)
 - (bpy.types.LockedTrackConstraint attribute)
- `lock_boids_to_surface` (bpy.types.ParticleSettings attribute)
- `lock_bone` (bpy.types.SpaceView3D attribute)
- `lock_bounds` (bpy.types.SpaceUVEditor attribute)
- `lock_camera` (bpy.types.SpaceView3D attribute)
- `lock_cursor` (bpy.types.SpaceView3D attribute)
- `lock_frame` (bpy.types.GPencilLayer attribute)
 - (bpy.types.GreasePencilLayer attribute)

- attribute)
- `light_direction` (bpy.types.SceneDisplay attribute)
- `light_linking_blocker_collection_new()` (in module bpy.ops.object)
- `light_linking_blockers_link()` (in module bpy.ops.object)
- `light_linking_blockers_select()` (in module bpy.ops.object)
- `light_linking_receiver_collection_new()` (in module bpy.ops.object)
- `light_linking_receivers_link()` (in module bpy.ops.object)
- `light_linking_receivers_select()` (in module bpy.ops.object)
- `light_linking_unlink_from_collection()` (in module bpy.ops.object)
- `light_threshold` (bpy.types.SceneEVEE attribute)
- `lightgroup` (bpy.types.Object attribute)
 - (bpy.types.World attribute)
- `Lightgroup` (class in bpy.types)
- `Lightgroups` (class in bpy.types)
- `lightmap_pack()` (in module bpy.ops.uv)
- `LightProbe` (class in bpy.types)
- `lightprobe` (in module bpy.context)
- `LightProbe.animation_data` (in module bpy.types)
- `LightProbe.type` (in module bpy.types)
- `lightprobe_add()` (in module bpy.ops.object)
- `lightprobe_cache_bake()` (in module bpy.ops.object)
- `lightprobe_cache_free()` (in module bpy.ops.object)
- `LightProbePlane` (class in bpy.types)
- `LightProbeSphere` (class in bpy.types)
- `LightProbeVolume` (class in bpy.types)
- `limit()` (aud.Sound method)
- `limit_ang_x_lower` (bpy.types.RigidBodyConstraint attribute)
- `limit_ang_x_upper` (bpy.types.RigidBodyConstraint attribute)
- `limit_ang_y_lower` (bpy.types.RigidBodyConstraint attribute)
- `limit_ang_y_upper` (bpy.types.RigidBodyConstraint attribute)
- `limit_ang_z_lower` (bpy.types.RigidBodyConstraint attribute)
- `limit_ang_z_upper` (bpy.types.RigidBodyConstraint attribute)
- `limit_channel` (bpy.types.CompositorNodeChannelMatte attribute)
 - (bpy.types.CompositorNodeColorSpill attribute)
- `limit_lin_x_lower` (bpy.types.RigidBodyConstraint attribute)
- `limit_lin_x_upper` (bpy.types.RigidBodyConstraint attribute)
- `limit_lin_y_lower` (bpy.types.RigidBodyConstraint attribute)
- `limit_lin_y_upper` (bpy.types.RigidBodyConstraint attribute)
- `limit_lin_z_lower` (bpy.types.RigidBodyConstraint attribute)
- `limit_lin_z_upper` (bpy.types.RigidBodyConstraint attribute)
- `limit_max` (bpy.types.CompositorNodeChannelMatte attribute)
 - (bpy.types.CompositorNodeLumaMatte attribute)
- `limit_method` (bpy.types.BevelModifier attribute)
 - (bpy.types.CompositorNodeChannelMatte attribute)
 - (bpy.types.CompositorNodeColorSpill attribute)
- `limit_min` (bpy.types.CompositorNodeChannelMatte attribute)
 - (bpy.types.CompositorNodeLumaMatte attribute)
- `limit_mode` (bpy.types.KinematicConstraint attribute)
 - (bpy.types.LimitDistanceConstraint attribute)
- `limitdistance_reset()` (in module bpy.ops.constraint)
- `LimitDistanceConstraint` (class in bpy.types)
- `LimitLocationConstraint` (class in bpy.types)
- `LimitRotationConstraint` (class in bpy.types)
- `limits` (bpy.types.SimpleDeformModifier attribute)
- `LimitScaleConstraint` (class in bpy.types)
- `line` (freestyle.types.Material attribute)
- `line_break()` (in module bnv.ons.font)
- `lock_frame_selection_to_range` (bpy.types.Scene attribute)
- `lock_ik_x` (bpy.types.PoseBone attribute)
- `lock_ik_y` (bpy.types.PoseBone attribute)
- `lock_ik_z` (bpy.types.PoseBone attribute)
- `lock_location` (bpy.types.Object attribute)
 - (bpy.types.PoseBone attribute)
- `lock_location_x` (bpy.types.KinematicConstraint attribute)
- `lock_location_y` (bpy.types.KinematicConstraint attribute)
- `lock_location_z` (bpy.types.KinematicConstraint attribute)
- `lock_markers` (bpy.types.ToolSettings attribute)
- `lock_object` (bpy.types.SpaceView3D attribute)
- `lock_object_mode` (bpy.types.ToolSettings attribute)
- `lock_rotation` (bpy.types.Object attribute)
 - (bpy.types.PoseBone attribute)
 - (bpy.types.RegionView3D attribute)
- `lock_rotation_w` (bpy.types.Object attribute)
 - (bpy.types.PoseBone attribute)
- `lock_rotation_x` (bpy.types.KinematicConstraint attribute)
- `lock_rotation_y` (bpy.types.KinematicConstraint attribute)
- `lock_rotation_z` (bpy.types.KinematicConstraint attribute)
- `lock_rotations_4d` (bpy.types.Object attribute)
 - (bpy.types.PoseBone attribute)
- `lock_scale` (bpy.types.Object attribute)
 - (bpy.types.PoseBone attribute)
- `lock_selection` (bpy.types.SpaceClipEditor attribute)
- `lock_selection_toggle()` (in module bpy.ops.clip)
- `lock_shape` (bpy.types.ShapeKey attribute)
- `lock_time_cursor` (bpy.types.SpaceClipEditor attribute)
- `lock_tracks()` (in module bpy.ops.clip)
- `lock_weight` (bpy.types.VertexGroup attribute)
- `lock_x` (bpy.types.Sculpt attribute)
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- `lock_y` (bpy.types.Sculpt attribute)
 - (bpy.types.SimpleDeformModifier attribute)
- `lock_z` (bpy.types.Sculpt attribute)
 - (bpy.types.SimpleDeformModifier attribute)
- `locked_marker` (bpy.types.ThemeClipEditor attribute)
- `LockedTrackConstraint` (class in bpy.types)
- `LocRotScale()` (mathutils.Matrix class method)
- `long_key` (bpy.types.ThemeDopeSheet attribute)
- `long_key_selected` (bpy.types.ThemeDopeSheet attribute)
- `longitude_max` (bpy.types.Camera attribute)
- `longitude_min` (bpy.types.Camera attribute)
- `look` (bpy.types.ColorManagedViewSettings attribute)
- `look_ahead` (bpy.types.BoidRuleAvoidCollision attribute)
- `lookdev_sphere_size` (bpy.types.PreferencesView attribute)
- `loop()` (aud.Sound method)
- `loop_count` (aud.Handle attribute)
- `loop_mapping` (bpy.types.DataTransferModifier attribute)
- `loop_multi_select()` (in module bpy.ops.mesh)
- `loop_select()` (in module bpy.ops.mesh)
- `loop_separate()` (in module bmesh.utils)
- `loop_slide` (bpy.types.BevelModifier attribute)
- `loop_start` (bpy.types.MeshPolygon attribute)
- `loop_to_region()` (in module bpy.ops.mesh)
- `LoopColors` (class in bpy.types)
- `loocut()` (in module bnv.ons.mesh)

- [line_style\(\)](#) (in module bpy.ops.properties)
- [line_color](#) (bpy.types.Material attribute)
- [line_error](#) (bpy.types.ThemeConsole attribute)
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- [line_input](#) (bpy.types.ThemeConsole attribute)
- [line_length_head](#) (bpy.types.ParticleSettings attribute)
- [line_length_tail](#) (bpy.types.ParticleSettings attribute)
- [line_number\(\)](#) (in module bpy.ops.text)
- [line_numbers](#) (bpy.types.ThemeTextEditor attribute)
- [line_numbers_background](#) (bpy.types.ThemeTextEditor attribute)
- [line_output](#) (bpy.types.ThemeConsole attribute)
- [line_priority](#) (bpy.types.Material attribute)
- [line_style](#) (in module bpy.context)
- [line_thickness](#) (bpy.types.MotionPath attribute)
 - [\(bpy.types.RenderSettings attribute\)](#)
- [line_thickness_mode](#) (bpy.types.RenderSettings attribute)
- [line_width](#) (bpy.types.Gizmo attribute)
- [line_width_get\(\)](#) (in module gpu.state)
- [line_width_set\(\)](#) (in module gpu.state)
- [linear_damping](#) (bpy.types.RigidBodyObject attribute)
- [linear_drag](#) (bpy.types.FieldSettings attribute)
- [linear_viscosity](#) (bpy.types.SPHFluidSettings attribute)
- [lineart_bake_strokes\(\)](#) (in module bpy.ops.object)
- [lineart_clear\(\)](#) (in module bpy.ops.object)
- [lineart_intersection_mask](#) (bpy.types.Collection attribute)
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- [lines](#) (bpy.types.MotionPath attribute)
- [Linesets](#) (class in bpy.types)
- [Linesets.active](#) (in module bpy.types)
- [linestyle](#) (bpy.types.FreestyleLineSet attribute)
- [LineStyleAlphaModifier](#) (class in bpy.types)
- [LineStyleAlphaModifier_AlongStroke](#) (class in bpy.types)
- [LineStyleAlphaModifier_AlongStroke.curve](#) (in module bpy.types)
- [LineStyleAlphaModifier_AlongStroke.type](#) (in module bpy.types)
- [LineStyleAlphaModifier_CreaseAngle](#) (class in bpy.types)
- [LineStyleAlphaModifier_CreaseAngle.curve](#) (in module bpy.types)
- [LineStyleAlphaModifier_CreaseAngle.type](#) (in module bpy.types)
- [LineStyleAlphaModifier_Curvature_3D](#) (class in bpy.types)

- [loopcut_slide\(\)](#) (in module bpy.ops.mesh)
- [loops](#) (bmesh.types.BMesh attribute)
 - [\(bmesh.types.BMFace attribute\)](#)
- [loose_edges](#) (bpy.types.WeldModifier attribute)
- [low_color](#) (bpy.types.ShaderFxColorize attribute)
- [lowpass\(\)](#) (aud.Sound method)