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- `project_limit` (`bpy.types.GreasePencilShrinkwrapModifier` attribute)
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- `path_start` (`bpy.types.ParticleSettings` attribute)
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- `paths_calculate()` (in module `bpy.ops.object`)
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- `pattern_mode` (`bpy.types.GeometryNodeRemoveAttribute` attribute)
- `pattern_node` (`bpy.types.ThemeNodeEditor` attribute)
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- `pen_smooth_factor` (`bpy.types.BrushGpencilSettings` attribute)
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- `percentage_factor` (`bpy.types.GreasePencilBuildModifier` attribute)
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 - (`bpy.types.ShaderFxShadow` attribute)
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- `phase_multiplier` (`bpy.types.FModifierFunctionGenerator` attribute)
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- `proximity_geometry` (`bpy.types.VertexWeightProximityModifier` attribute)
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- `pin_id` (bpy.types.SpaceProperties attribute)
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- `pivot_axis` (bpy.types.FunctionNodeAlignEulerToVector attribute)
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- `pivot_mode` (bpy.types.GeometryNodeStringToCurves attribute)
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- `plane_axis` (bpy.types.ToolSettings attribute)
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- `plane_depth` (bpy.types.Brush attribute)
 - (bpy.types.ToolSettings attribute)
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- `push()` (in module bpy.ops.pose)
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- `push_pull()` (in module bpy.ops.graph)
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- `push_viewedge_back()` (freestyle.types.Chain method)
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- `pyDiffusion2Shader` (class in freestyle.shaders)
- `pyExternalContourChainingIterator` (class in freestyle.chainingiterators)
- `pyFillOcclusionsAbsoluteAndRelativeChainingIterator` (class in freestyle.chainingiterators)
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- `pyFXSVaryingThicknessWithDensityShader` (class in freestyle.shaders)
- `pyGetInverseProjectedZF1D` (class in freestyle.functions)
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- `pyHighDensityAnisotropyUP1D` (class in freestyle.predicates)
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- `playback_fps_samples` (`bpy.types.PreferencesView` attribute)
- `PlaybackManager` (class in `aud`)
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- `point` (`freestyle.types.StrokeVertex` attribute)
- `Point.index` (in module `bpy.types`)
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- `point_density` (`bpy.types.GreasePencilLengthModifier` attribute)
- `point_normals()` (in module `bpy.ops.mesh`)
- `point_size_set()` (in module `gpu.state`)
- `point_source` (`bpy.types.ShaderNodeTexPointDensity` attribute)
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- `PointCache.info` (in module `bpy.types`)
- `PointCache.is_baked` (in module `bpy.types`)
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- `PointCacheItem` (class in `bpy.types`)
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- `points_per_curve` (`bpy.types.BrushCurvesSculptSettings` attribute)
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- `pyHigherLengthUP1D` (class in `freestyle.predicates`)
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- `pyHighSteerableViewMapDensityUP1D` (class in `freestyle.predicates`)
- `pyHighViewMapDensityUP1D` (class in `freestyle.predicates`)
- `pyHighViewMapGradientNormUP1D` (class in `freestyle.predicates`)
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- `pyImportance2DThicknessShader` (class in `freestyle.shaders`)
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- `pyIncreasingColorShader` (class in `freestyle.shaders`)
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- `pyIsInOccludersListUP1D` (class in `freestyle.predicates`)
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- `pyLengthBP1D` (class in `freestyle.predicates`)
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- `pyLowDirectionalViewMapDensityUP1D` (class in `freestyle.predicates`)
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- `pyParameterUP0D` (class in `freestyle.predicates`)
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- `pyShapeIdListUP1D` (class in `freestyle.predicates`)
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- `pyShuffleBP1D` (class in `freestyle.predicates`)
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- `poll_drop()` (bpy.types.FileHandler class method)
- `poll_file_object_drop()` (in module bpy_extras.io_utils)
- `poll_instance()` (bpy.types.Node method)
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- `poll_message_set()` (bpy.types.Operator class method)
- `poly_3d_calc()` (in module mathutils.interpolate)
- `poly_mapping` (bpy.types.DataTransferModifier attribute)
- `poly_order` (bpy.types.FModifierGenerator attribute)
- `polybuild_delete_at_cursor()` (in module bpy.ops.mesh)
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- `pop_projection()` (in module gpu.matrix)
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- `popup_menu()` (bpy.types.WindowManager method)
- `popup_menu_pie()` (bpy.types.WindowManager method)
- `portable` (in module bpy.app)
- `Pose` (class in bpy.types)
- `Pose.animation_visualization` (in module bpy.types)
- `Pose.bones` (in module bpy.types)
- `Pose.ik_param` (in module bpy.types)
- `pose_asset_select_bones()` (in module bpy.ops.poselib)
- `pose_bone` (in module bpy.context)
- `pose_deform_type` (bpy.types.Brush attribute)
- `pose_ik_segments` (bpy.types.Brush attribute)
- `pose_is_controller_aim` (bpy.types.XrActionMapItem attribute)
- `pyTVertexRemoverShader` (class in freestyle.shaders)
- `pyTVertexThickenerShader` (class in freestyle.shaders)
- `pyUEqualsUP0D` (class in freestyle.predicates)
- `pyVertexNatureUP0D` (class in freestyle.predicates)
- `pyViewMapGradientNormBP1D` (class in freestyle.predicates)
- `pyViewMapGradientNormF0D` (class in freestyle.functions)
- `pyViewMapGradientNormF1D` (class in freestyle.functions)
- `pyViewMapGradientVectorF0D` (class in freestyle.functions)
- `pyZBP1D` (class in freestyle.predicates)
- `pyZDependingThicknessShader` (class in freestyle.shaders)
- `pyZDiscontinuityBP1D` (class in freestyle.predicates)
- `pyZSmallerUP1D` (class in freestyle.predicates)

- `pose_is_controller_grip` (`bpy.types.XrActionMapItem` attribute)
- `pose_location` (`bpy.types.XrActionMapBinding` attribute)
- `pose_object` (in module `bpy.context`)

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