



**Forum: The Blender Clan &#039;tchat**

**Topic: Blender 2.8x : Actus, tests, feedback..**

**Subject: Re: Blender 2.8x : Actus, tests, feedback..**

PostÃ© par: lollito

Contribution le : 18/5/2019 16:10:34

J&#039;ai regardÃ© dans le System Console dans le menu window de blender, et dans la console il y a Ã§a :

Warning: &#039;uv.muv\_mt\_copy\_paste\_uv\_copy\_uv&#039; doesn&#039;t contain

&#039;\_MT\_&#039; with prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_copy\_paste\_uv\_paste\_uv&#039; doesn&#039;t contain

&#039;\_MT\_&#039; with prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_copy\_paste\_uv\_selseq\_copy\_uv&#039; doesn&#039;t contain

&#039;\_MT\_&#039; with prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_copy\_paste\_uv\_selseq\_paste\_uv&#039; doesn&#039;t contain

&#039;\_MT\_&#039; with prefix & suffix

register\_class(...):

Warning: &#039;object.muv\_mt\_copy\_paste\_uv\_object\_copy\_uv&#039; doesn&#039;t contain

&#039;\_MT\_&#039; with prefix & suffix

register\_class(...):

Warning: &#039;object.muv\_mt\_copy\_paste\_uv\_object\_paste\_uv&#039; doesn&#039;t contain

&#039;\_MT\_&#039; with prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_copy\_paste\_uv\_object&#039; doesn&#039;t contain

&#039;\_MT\_&#039; with prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_copy\_paste\_uv&#039; doesn&#039;t contain &#039;\_MT\_&#039; with

prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_transfer\_uv&#039; doesn&#039;t contain &#039;\_MT\_&#039; with

prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_texture\_lock&#039; doesn&#039;t contain &#039;\_MT\_&#039; with

prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_world\_scale\_uv&#039; doesn&#039;t contain &#039;\_MT\_&#039; with

prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_texture\_wrap&#039; doesn&#039;t contain &#039;\_MT\_&#039; with

prefix & suffix

register\_class(...):

Warning: &#039;uv.muv\_mt\_uvw&#039; doesn&#039;t contain &#039;\_MT\_&#039; with prefix &

suffix

register\_class(...):

Warning: uv.muv\_mt\_preserve\_uv\_aspect; doesn't contain \_MT\_ with prefix & suffix  
register\_class(...):  
Warning: uv.muv\_mt\_texture\_projection; doesn't contain \_MT\_ with prefix & suffix  
register\_class(...):  
Warning: uv.muv\_mt\_copy\_paste\_uv\_uvedit; doesn't contain \_MT\_ with prefix & suffix  
register\_class(...):  
Warning: uv.muv\_mt\_align\_uv; doesn't contain \_MT\_ with prefix & suffix  
register\_class(...):  
Warning: uv.muv\_mt\_select\_uv; doesn't contain \_MT\_ with prefix & suffix  
register\_class(...):  
Warning: uv.muv\_mt\_align\_uv\_cursor; doesn't contain \_MT\_ with prefix & suffix  
register\_class(...):  
Warning: uv.muv\_mt\_uv\_inspection; doesn't contain \_MT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.bfu\_pt\_blenderforunreal; doesn't contain \_PT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.ue4.obj-properties; doesn't contain \_PT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.ue4.obj-import-properties; doesn't contain \_PT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.ue4.anim-properties; doesn't contain \_PT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.ue4.avanced-properties; doesn't contain \_PT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.ue4.collisionsandsockets; doesn't contain \_PT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.ue4.exportnomenclature; doesn't contain \_PT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.ue4.importScript; doesn't contain \_PT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.ue4.export; doesn't contain \_PT\_ with prefix & suffix  
register\_class(...):  
Warning: panel.ue4.clipboardcopy; doesn't contain \_PT\_ with

prefix & suffix

Donc ça peut venir de l'add-on blender for unreal, mais je suis pas convaincu que ces message s'appliquent au bug en question.

Sinon, lancer blender avec ligne de commande Windows 10 me donne pas plus d'infos.  
Je fais touche windows + R et j'entre le chemin vers l'icone blender dans le dossier décompressé.

Je peux continuer sans activer les options qui buggent en attendant de solutionner.