



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

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

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

PostÃ© par: Thewada

Contribution le : 18/5/2019 16:36:22

J&#039;ai trouvÃ© Ã§a pour ton problÃ¨me:

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In Blender2.7x it was too easy to accidentally register multiple classes with the same name.

To prevent collisions 2.8x enforces naming conventions (already in use across much of Blender&#039;s code-base)

This constraint applies to the bl\_idname of each class (or the class name which is used if no bl\_idname is defined in the class).

These are: UPPER\_CASE\_{SEPARATOR}\_mixed\_case, in the case of a menu the regular expression is:

[A-Z][A-Z0-9\_]\*MT[A-Za-z0-9\_]+

Each classes separator is listed below:

Header -> HT

Menu -> MT

Operator -> OT

Panel -> PT

UList -> UL

Valid Examples:

OBJECT\_OT\_fancy\_tool

SOME\_HEADER\_HT\_my\_header

PANEL123\_PT\_myPanel (lower case is preferred but mixed case is supported).

At time of writing names that don&#039;t conform to this convention will warn on startup. Eventually we will make this into an error, eg:

Warning: &#039;Oscurart Files Tools&#039; doesn&#039;t contain &#039;\_PT\_&#039; with prefix & suffix

Warning: &#039;Oscurart Overrides&#039; doesn&#039;t contain &#039;\_PT\_&#039; with prefix & suffix

Warning: &#039;Oscurart Animation Tools&#039; doesn&#039;t contain &#039;\_PT\_&#039; with prefix & suffix

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Ca semble bien Ãªtre un problÃ¨me d&#039;add-on en tout cas. Faudrait revoir toutes les dÃ©clarations de classes et pas le faire avant la sortie definitive de la 2.8.

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