MaskSpline(bpy_struct)

base class — `bpy_struct`

class bpy.types.**MaskSpline(bpy_struct)**

> Single spline used for defining mask shape

> **offset_mode**
>
> > The method used for calculating the feather offset
> >
> > - `EVEN` Even – Calculate even feather offset.
> > - `SMOOTH` Smooth – Calculate feather offset as a second curve.
> >
> > **TYPE:**
> >
> > > enum in ['EVEN', 'SMOOTH'], default 'EVEN'

> **points**
>
> > Collection of points
> >
> > **TYPE:**
> >
> > > `MaskSplinePoints` `bpy_prop_collection` of `MaskSplinePoint`, (readonly)

> **use_cyclic**
>
> > Make this spline a closed loop
> >
> > **TYPE:**
> >
> > > boolean, default False

> **use_fill**
>
> > Make this spline filled
> >
> > **TYPE:**
> >
> > > boolean, default False

> **use_self_intersection_check**
>
> > Prevent feather from self-intersections
> >
> > **TYPE:**
> >
> > > boolean, default False

> **weight_interpolation**
>
> > The type of weight interpolation for spline
> >
> > **TYPE:**
> >
> > > enum in ['LINEAR', 'EASE'], default 'LINEAR'

> **classmethod bl_rna_get_subclass(id, default=None)**
>
> > **PARAMETERS:**
> >
> > > **id** (*str*) – The RNA type identifier.
> >
> > **RETURNS:**
> >
> > > The RNA type or default when not found.
> >
> > **RETURN TYPE:**
> >
> > > `bpy.types.Struct` subclass

> **classmethod bl_rna_get_subclass_py(id, default=None)**

PARAMETERS:

    id (*str*) – The RNA type identifier.

RETURNS:

    The class or default when not found.

RETURN TYPE:

    type

Inherited Properties

- `bpy_struct.id_data`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.id_properties_clear`
- `bpy_struct.id_properties_ensure`
- `bpy_struct.id_properties_ui`
- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

References

- `MaskLayer.splines`
- `MaskSplines.active`
- `MaskSplines.new`
- `MaskSplines.remove`