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MaskSplinePoint(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.MaskSplinePoint(bpy_struct)

Single point in spline used for defining mask

co

Coordinates of the control point

TYPE:

[mathutils.Vector](#) of 2 items in [-inf, inf], default (0.0, 0.0)

feather_points

Points defining feather

TYPE:

[bpy_prop_collection](#) of [MaskSplinePointUW](#), (readonly)

handle_left

Coordinates of the first handle

TYPE:

[mathutils.Vector](#) of 2 items in [-inf, inf], default (0.0, 0.0)

handle_left_type

Handle type

TYPE:

enum in ['AUTO', 'VECTOR', 'ALIGNED', 'ALIGNED_DOUBLESIDE', 'FREE'], default 'FREE'

handle_right

Coordinates of the second handle

TYPE:

[mathutils.Vector](#) of 2 items in [-inf, inf], default (0.0, 0.0)

handle_right_type

Handle type

TYPE:

enum in ['AUTO', 'VECTOR', 'ALIGNED', 'ALIGNED_DOUBLESIDE', 'FREE'], default 'FREE'

handle_type

Handle type

TYPE:

enum in ['AUTO', 'VECTOR', 'ALIGNED', 'ALIGNED_DOUBLESIDE', 'FREE'], default 'FREE'

parent

TYPE:

[MaskParent](#), (readonly)

select

Selection status of the control point. (Deprecated: use Select Control Point instead)

TYPE:

boolean, default False

select_control_point

Selection status of the control point

TYPE:

boolean, default False

select_left_handle

Selection status of the left handle

TYPE:

boolean, default False

select_right_handle

Selection status of the right handle

TYPE:

boolean, default False

select_single_handle

Selection status of the Aligned Single handle

TYPE:

boolean, default False

weight

Weight of the point

TYPE:

float in [0, 1], default 0.0

classmethod bl_ma_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_ma_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

- `MaskSpline.points`
- `MaskSplines.active_point`
- `MaskSplinePoints.remove`