

# SurfaceCurve(Curve)

base classes — `bpy_struct`, `ID`, `Curve`

**class** `bpy.types.SurfaceCurve(Curve)`

Curve data-block used for storing surfaces

**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`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `ID.asset_data`
- `ID.override_library`
- `ID.preview`
- `Curve.shape_keys`
- `Curve.bevel_profile`
- `Curve.bevel_resolution`
- `Curve.offset`
- `Curve.extrude`
- `Curve.bevel_depth`
- `Curve.resolution_u`
- `Curve.resolution_v`
- `Curve.render_resolution_u`
- `Curve.render_resolution_v`
- `Curve.eval_time`
- `Curve.bevel_object`
- `Curve.taper_object`
- `Curve.dimensions`
- `Curve.fill_mode`
- `Curve.twist_mode`
- `Curve.taper_radius_mode`
- `Curve.bevel_factor_mapping_start`
- `Curve.bevel_factor_mapping_end`
- `Curve.twist_smooth`
- `Curve.use_fill_caps`
- `Curve.use_map_taper`
- `Curve.use_auto_texspace`

- `Curve.splines`
- `Curve.path_duration`
- `Curve.use_path`
- `Curve.use_path_follow`
- `Curve.use_path_clamp`
- `Curve.use_stretch`
- `Curve.use_deform_bounds`
- `Curve.use_radius`
- `Curve.bevel_mode`
- `Curve.texspace_location`
- `Curve.texspace_size`
- `Curve.materials`
- `Curve.bevel_factor_start`
- `Curve.bevel_factor_end`
- `Curve.is_editmode`
- `Curve.animation_data`
- `Curve.cycles`

## 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`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`
- `ID.user_of_id`
- `ID.animation_data_create`
- `ID.animation_data_clear`
- `ID.update_tag`
- `ID.preview_ensure`
- `ID.bl_rna_get_subclass`
- `ID.bl_rna_get_subclass_py`
- `Curve.transform`
- `Curve.validate_material_indices`
- `Curve.update_gpu_tag`
- `Curve.bl_rna_get_subclass`
- `Curve.bl_rna_get_subclass_py`