

[Skip to content](#)

BezierSplinePoint(bpy_struct)

base class — [bpy_struct](#)

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

Bézier curve point with two handles

co

Coordinates of the control point

TYPE:

[mathutils.Vector](#) of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_left

Coordinates of the first handle

TYPE:

[mathutils.Vector](#) of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_left_type

Handle types

TYPE:

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

handle_right

Coordinates of the second handle

TYPE:

[mathutils.Vector](#) of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

handle_right_type

Handle types

TYPE:

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

hide

Visibility status

TYPE:

boolean, default False

radius

Radius for beveling

TYPE:

float in [0, inf], default 0.0

select_control_point

Control point selection status

TYPE:

boolean, default False

select_left_handle

Handle 1 selection status

TYPE:

boolean, default False

select_right_handle

Handle 2 selection status

TYPE:

boolean, default False

tilt

Tilt in 3D View

TYPE:

float in [-376.991, 376.991], default 0.0

weight_softbody

Soffbody goal weight

TYPE:

float in [0.01, 100], default 0.0

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.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`

- `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.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

References

- `Spline.bezier_points`

[Previous](#)
[BevelModifier\(Modifier\)](#)
[Report issue on this page](#)

Copyright © Blender Authors
Made with [Furo](#)

[Next](#)
[BlendData\(bpy_struct\)](#)