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Dpaint Operators

`bpy.ops.dpaint.bake()`

Bake dynamic paint image sequence surface

`bpy.ops.dpaint.output_toggle(*, output='A')`

Add or remove Dynamic Paint output data layer

PARAMETERS:

output (*enum in ['A', 'B'], (optional)*) – Output Toggle

`bpy.ops.dpaint.surface_slot_add()`

Add a new Dynamic Paint surface slot

`bpy.ops.dpaint.surface_slot_remove()`

Remove the selected surface slot

`bpy.ops.dpaint.type_toggle(*, type='CANVAS')`

Toggle whether given type is active or not

PARAMETERS:

type (enum in [Prop Dynamicpaint Type Items](#), (optional)) – Type

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