

# Gpencil Operators

`bpy.ops.gpencil.annotate(*, mode='DRAW', arrowstyle_start='NONE', arrowstyle_end='NONE', use_stabilizer=False, stabilizer_factor=0.75, stabilizer_radius=35, stroke=None, wait_for_input=True)`

Make annotations on the active data

## PARAMETERS:

- **mode** (*enum in ['DRAW', 'DRAW\_STRAIGHT', 'DRAW\_POLY', 'ERASER'], (optional)*) – Mode, Way to interpret mouse movements
  - `DRAW` Draw Freehand – Draw freehand stroke(s).
  - `DRAW_STRAIGHT` Draw Straight Lines – Draw straight line segment(s).
  - `DRAW_POLY` Draw Poly Line – Click to place endpoints of straight line segments (connected).
  - `ERASER` Eraser – Erase Annotation strokes.
- **arrowstyle\_start** (*enum in ['NONE', 'ARROW', 'ARROW\_OPEN', 'ARROW\_OPEN\_INVERTED', 'DIAMOND'], (optional)*) – Start Arrow Style, Stroke start style
  - `NONE` None – Don't use any arrow/style in corner.
  - `ARROW` Arrow – Use closed arrow style.
  - `ARROW_OPEN` Open Arrow – Use open arrow style.
  - `ARROW_OPEN_INVERTED` Segment – Use perpendicular segment style.
  - `DIAMOND` Square – Use square style.
- **arrowstyle\_end** (*enum in ['NONE', 'ARROW', 'ARROW\_OPEN', 'ARROW\_OPEN\_INVERTED', 'DIAMOND'], (optional)*) – End Arrow Style, Stroke end style
  - `NONE` None – Don't use any arrow/style in corner.
  - `ARROW` Arrow – Use closed arrow style.
  - `ARROW_OPEN` Open Arrow – Use open arrow style.
  - `ARROW_OPEN_INVERTED` Segment – Use perpendicular segment style.
  - `DIAMOND` Square – Use square style.
- **use\_stabilizer** (*boolean, (optional)*) – Stabilize Stroke, Helper to draw smooth and clean lines. Press Shift for an invert effect (even if this option is not active)
- **stabilizer\_factor** (*float in [0, 1], (optional)*) – Stabilizer Stroke Factor, Higher values gives a smoother stroke
- **stabilizer\_radius** (*int in [0, 200], (optional)*) – Stabilizer Stroke Radius, Minimum distance from last point before stroke continues
- **stroke** (*bpy\_prop\_collection of OperatorStrokeElement, (optional)*) – Stroke
- **wait\_for\_input** (*boolean, (optional)*) – Wait for Input, Wait for first click instead of painting immediately

`bpy.ops.gpencil.annotation_active_frame_delete()`

Delete the active frame for the active Annotation Layer

`bpy.ops.gpencil.annotation_add()`

Add new Annotation data-block

`bpy.ops.gpencil.data_unlink()`

Unlink active Annotation data-block

`bpy.ops.gpencil.layer_annotation_add()`

Add new Annotation layer or note for the active data-block

`bpy.ops.gpencil.layer_annotation_move(*, type='UP')`

Move the active Annotation layer up/down in the list

#### PARAMETERS:

**type** (*enum in ['UP', 'DOWN'], (optional)*) – Type

`bpy.ops.gpencil.layer_annotation_remove()`

Remove active Annotation layer

`bpy.ops.gpencil.tint_flip()`

Switch tint colors

#### FILE:

[startup/bl\\_ui/properties\\_grease\\_pencil\\_common.py:709](#)

[Previous](#)  
[Gizmogroup Operators](#)  
[Report issue on this page](#)

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

[Next](#)  
[Graph Operators](#)