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SplinePoint(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SplinePoint(bpy_struct)`

Spline point without handles

co

Point coordinates

TYPE:

`mathutils.Vector` of 4 items in `[-inf, inf]`, default `(0.0, 0.0, 0.0, 0.0)`

hide

Visibility status

TYPE:

boolean, default `False`

radius

Radius for beveling

TYPE:

float in `[0, inf]`, default `0.0`

select

Selection status

TYPE:

boolean, default `False`

tilt

Tilt in 3D View

TYPE:

float in `[-376.991, 376.991]`, default `0.0`

weight

NURBS weight

TYPE:

float in `[-inf, inf]`, default `0.0`

weight_softbody

Softbody goal weight

TYPE:

float in `[0.01, 100]`, 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_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.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

- `Spline.points`