Spline(bpy_struct)

base class — `bpy_struct`

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

Element of a curve, either NURBS, Bézier or Polyline or a character with text objects

bezier_points

Collection of points for Bézier curves only

TYPE:

`SplineBezierPoints` `bpy_prop_collection` of `BezierSplinePoint`, (readonly)

character_index

Location of this character in the text data (only for text curves)

TYPE:

int in [0, inf], default 0, (readonly)

hide

Hide this curve in Edit mode

TYPE:

boolean, default False

material_index

Material slot index of this curve

TYPE:

int in [0, 32767], default 0

order_u

NURBS order in the U direction. Higher values make each point influence a greater area, but have worse performance.

TYPE:

int in [2, 64], default 0

order_v

NURBS order in the V direction. Higher values make each point influence a greater area, but have worse performance.

TYPE:

int in [2, 64], default 0

point_count_u

Total number points for the curve or surface in the U direction

TYPE:

int in [0, inf], default 0, (readonly)

point_count_v

Total number points for the surface on the V direction

TYPE:

int in [0, inf], default 0, (readonly)

points

Collection of points that make up this poly or nurbs spline

TYPE:

`SplinePoints` `bpy_prop_collection` of `SplinePoint`, (readonly)

radius_interpolation

The type of radius interpolation for Bézier curves

TYPE:

enum in [‘LINEAR’, ‘CARDINAL’, ‘BSPLINE’, ‘EASE’], default ‘LINEAR’

resolution_u

Curve or Surface subdivisions per segment

TYPE:

int in [1, 1024], default 0

resolution_v

Surface subdivisions per segment

TYPE:

int in [1, 1024], default 0

tilt_interpolation

The type of tilt interpolation for 3D, Bézier curves

TYPE:

enum in [‘LINEAR’, ‘CARDINAL’, ‘BSPLINE’, ‘EASE’], default ‘LINEAR’

type

The interpolation type for this curve element

TYPE:

enum in [‘POLY’, ‘BEZIER’, ‘NURBS’], default ‘POLY’

use_bezier_u

Make this nurbs curve or surface act like a Bézier spline in the U direction

TYPE:

boolean, default False

use_bezier_v

Make this nurbs surface act like a Bézier spline in the V direction

TYPE:

boolean, default False

use_cyclic_u

Make this curve or surface a closed loop in the U direction

TYPE:

boolean, default False

use_cyclic_v

Make this surface a closed loop in the V direction

TYPE:

boolean, default False

use_endpoint_u

Make this nurbs curve or surface meet the endpoints in the U direction

TYPE:

boolean, default False

use_endpoint_v

Make this nurbs surface meet the endpoints in the V direction

TYPE:

boolean, default False

use_smooth

Smooth the normals of the surface or beveled curve

TYPE:

boolean, default False

calc_length(*, resolution=0)

Calculate spline length

PARAMETERS:

resolution (*int in [0, 1024], (optional)*) – Resolution, Spline resolution to be used, 0 defaults to the resolution_u

RETURNS:

Length, Length of the polygonaly approximated spline

RETURN TYPE:

float in [0, inf]

valid_message(direction)

Return the message

PARAMETERS:

direction (*int in [0, 1]*) – Direction, The direction where 0-1 maps to U-V

RETURNS:

Return value, The message or an empty string when there is no error

RETURN TYPE:

string

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:

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

- Curve.splines
- CurveSplines.active
- CurveSplines.new
- CurveSplines.remove

Previous
SpeedControlStrip(EffectStrip)

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SplineBezierPoints(bpy_stru

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