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TextCurve(Curve)

base classes — `bpy_struct`, `ID`, `Curve`

class `bpy.types.TextCurve(Curve)`

Curve data-block used for storing text

active_textbox

TYPE:

int in [-inf, inf], default 0

align_x

Text horizontal alignment from the object or text box center

- `LEFT` Left – Align text to the left.
- `CENTER` Center – Center text.
- `RIGHT` Right – Align text to the right.
- `JUSTIFY` Justify – Align to the left and the right.
- `FLUSH` Flush – Align to the left and the right, with equal character spacing.

TYPE:

enum in ['LEFT', 'CENTER', 'RIGHT', 'JUSTIFY', 'FLUSH'], default 'LEFT'

align_y

Text vertical alignment from the object center

- `TOP` Top – Align text to the top.
- `TOP_BASELINE` Top Baseline – Align text to the top line's baseline.
- `CENTER` Middle – Align text to the middle.
- `BOTTOM_BASELINE` Bottom Baseline – Align text to the bottom line's baseline.
- `BOTTOM` Bottom – Align text to the bottom.

TYPE:

enum in ['TOP', 'TOP_BASELINE', 'CENTER', 'BOTTOM_BASELINE', 'BOTTOM'], default 'TOP_BASELINE'

body

Content of this text object

TYPE:

string, default "", (never None)

body_format

Stores the style of each character

TYPE:

`bpy_prop_collection` of `TextCharacterFormat`, (readonly)

edit_format

Editing settings character formatting

TYPE:

`TextCharacterFormat`, (readonly)

family

Use objects as font characters (give font objects a common name followed by the character they represent. eg. 'family-a', 'family-b', etc. set

Use objects as text characters (Give text objects a consistent name associated by the character they represent, eg family a, family b, etc, set this setting to 'family-', and turn on Vertex Instancing)

TYPE:

string, default "", (never None)

follow_curve

Curve deforming text object

TYPE:

Object

font

TYPE:

VectorFont

font_bold

TYPE:

VectorFont

font_bold_italic

TYPE:

VectorFont

font_italic

TYPE:

VectorFont

has_selection

Whether there is any text selected

TYPE:

boolean, default False, (readonly)

is_select_bold

Whether the selected text is bold

TYPE:

boolean, default False, (readonly)

is_select_italic

Whether the selected text is italics

TYPE:

boolean, default False, (readonly)

is_select_smallcaps

Whether the selected text is small caps

TYPE:

boolean, default False, (readonly)

is_select_underline

Whether the selected text is underlined

TYPE:

boolean, default False, (readonly)

offset_x

Horizontal offset from the object origin

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 0.0

offset_y

Vertical offset from the object origin

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 0.0

overflow

Handle the text behavior when it doesn't fit in the text boxes

- `NONE` Overflow – Let the text overflow outside the text boxes.
- `SCALE` Scale to Fit – Scale down the text to fit inside the text boxes.
- `TRUNCATE` Truncate – Truncate the text that would go outside the text boxes.

TYPE:

enum in `['NONE', 'SCALE', 'TRUNCATE']`, default `'NONE'`

shear

Italic angle of the characters

TYPE:

float in $[-1, 1]$, default 0.0

size

TYPE:

float in $[0.0001, 10000]$, default 1.0

small_caps_scale

Scale of small capitals

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 0.75

space_character

TYPE:

float in $[0, 10]$, default 1.0

space_line

TYPE:

float in $[0, 10]$, default 1.0

space_word

TYPE:

float in $[0, 10]$, default 1.0

text_boxes

TYPE:

`bpy_prop_collection` of `TextBox`, (readonly)

underline_height

TYPE:

float in [0, 0.8], default 0.05

underline_position

Vertical position of underline

TYPE:

float in [-0.2, 0.8], default 0.0

use_fast_edit

Don't fill polygons while editing

TYPE:

boolean, default False

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`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `Curve.bevel_profile`
- `Curve.bevel_resolution`
- `Curve.offset`
- `Curve.extrude`
- `Curve.bevel_depth`
- `Curve.resolution_u`
- `Curve.resolution_v`
- `Curve.render_resolution_u`
- `Curve.render_resolution_v`
- `Curve.eval_time`
- `Curve.bevel_object`
- `Curve.taper_object`
- `Curve.dimensions`
- `Curve.fill_mode`
- `Curve.twist_mode`
- `Curve.taper_radius_mode`
- `Curve.bevel_factor_mapping_start`

- `ID.library_weak_reference`
- `ID.asset_data`
- `ID.override_library`
- `ID.preview`
- `Curve.shape_keys`
- `Curve.splines`
- `Curve.path_duration`
- `Curve.use_path`
- `Curve.use_path_follow`
- `Curve.use_path_clamp`
- `Curve.use_stretch`
- `Curve.use_deform_bounds`
- `Curve.use_radius`
- `Curve.bevel_mode`
- `Curve.bevel_factor_mapping_end`
- `Curve.twist_smooth`
- `Curve.use_fill_caps`
- `Curve.use_map_taper`
- `Curve.use_auto_texspace`
- `Curve.texspace_location`
- `Curve.texspace_size`
- `Curve.materials`
- `Curve.bevel_factor_start`
- `Curve.bevel_factor_end`
- `Curve.is_editmode`
- `Curve.animation_data`
- `Curve.cycles`

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`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`
- `ID.user_of_id`
- `ID.animation_data_create`
- `ID.animation_data_clear`
- `ID.update_tag`
- `ID.preview_ensure`
- `ID.bl_rna_get_subclass`
- `ID.bl_rna_get_subclass_py`
- `Curve.transform`
- `Curve.validate_material_indices`
- `Curve.update_gpu_tag`
- `Curve.bl_rna_get_subclass`
- `Curve.bl_rna_get_subclass_py`