Paintcurve Operators

bpy.ops.paintcurve.**add_point(*, location=(0, 0))**

> Add New Paint Curve Point
>
> **PARAMETERS:**
>
> > **location** (*int array of 2 items in [0, 32767], (optional)*) – Location, Location of vertex in area space

bpy.ops.paintcurve.**add_point_slide(*, PAINTCURVE_OT_add_point=None, PAINTCURVE_OT_slide=None)**

> Add new curve point and slide it
>
> **PARAMETERS:**
>
> - **PAINTCURVE_OT_add_point** (`PAINTCURVE_OT_add_point` , (optional)) – Add New Paint Curve Point, Add New Paint Curve Point
> - **PAINTCURVE_OT_slide** (`PAINTCURVE_OT_slide` , (optional)) – Slide Paint Curve Point, Select and slide paint curve point

bpy.ops.paintcurve.**cursor()**

> Place cursor

bpy.ops.paintcurve.**delete_point()**

> Remove Paint Curve Point

bpy.ops.paintcurve.**draw()**

> Draw curve

bpy.ops.paintcurve.**new()**

> Add new paint curve

bpy.ops.paintcurve.**select(*, location=(0, 0), toggle=False, extend=False)**

> Select a paint curve point
>
> **PARAMETERS:**
>
> - **location** (*int array of 2 items in [0, 32767], (optional)*) – Location, Location of vertex in area space
> - **toggle** (*boolean, (optional)*) – Toggle, (De)select all
> - **extend** (*boolean, (optional)*) – Extend, Extend selection

bpy.ops.paintcurve.**slide(*, align=False, select=True)**

> Select and slide paint curve point
>
> **PARAMETERS:**
>
> - **align** (*boolean, (optional)*) – Align Handles, Aligns opposite point handle during transform
> - **select** (*boolean, (optional)*) – Select, Attempt to select a point handle before transform