MaskSplinePoints(bpy_struct)

base class — `bpy_struct`

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

> Collection of masking spline points

> **add(count)**
>
>> Add a number of point to this spline
>>
>> **PARAMETERS:**
>>
>>> **count** (*int in [0, inf]*) – Number, Number of points to add to the spline

> **remove(point)**
>
>> Remove a point from a spline
>>
>> **PARAMETERS:**
>>
>>> **point** (`MaskSplinePoint`, (never None)) – The point to remove

> **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`

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.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.is_property_hidden
- bpy_struct.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values

References

- MaskSpline.points