All custom bindings/scripts should begin with :

from CreasePlus import CreasePlusMain

example of a binding :
[

# imports CreasePlus code
from CreasePlus import CreasePlusMain

# activates last context to re-allow iteration of attributes
# ,edit w/ mid mouse btn and ctrl or shift
CreasePlusMain.crepcore.creasePlusLastCtx()

]

CreasePlus has been rewritten and is now 100% in Python lang.

----
with '*' as 'CreasePlusMain.crepcore'

Toggle bool ghosts:

*.creasePlusToggleBoolGhost()

Menu /

*.cPcleanAttrs()

*.creasePlusBakeHBL()

*.creasePlusLastCtx()

*.creasePlusTransferHBevel()

*.cPshowCreaseEd()

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*.creasePlusBool(False)

```
*.creasePlusBool(True)

*.creasePlusPanelBool()

*.creasePlusSmooth30()

*.creasePlusDisplayHardEdges(0)

*.creasePlusDisplayHardEdges(1)

*.creasePlusDisplayHardEdges(2)

*.creasePlusHBevel()

*.creasePlusHBevelLive()

*.creasePlusShapeShifter()

*.creasePlusCurveSlice()

*.creasePlusSelHardEdges()

*.creasePlusMirror()

*.creasePlusMakeUv()

*.creasePlusGoz()


Page 2 (subd) /

*.creasePlusCreasePreset(1)

*.creasePlusCreasePreset(2)

*.creasePlusCreasePreset(3)

*.creasePlusWeigthTool()

*.creasePlusNocrease()

*.creasePlusSmoothGroupsSubD()
```

*.creasePlusPhysicalCrease()

*.creasePlusSubDpreset()

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*.creasePlusDrawCurve()

*.creasePlusCurveToPolyCmd()

*.creasePlusCloseCurve()

*.creasePlusCurveBevelCmd()

*.creasePlusCurveIntersect()

*.creasePlusAttachCurve()

*.creasePlusCurveDoubleCvs()