SimulationStateItem(bpy_struct)

base class — bpy_struct

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

attribute_domain

Attribute domain where the attribute is stored in the simulation state

TYPE:

enum in Attribute Domain Items, default 'POINT'

color

Color of the corresponding socket type in the node editor

TYPE:

float array of 4 items in [0, inf], default (0.0, 0.0, 0.0, 0.0), (readonly)

name

TYPE:

string, default "", (never None)

socket_type

TYPE:

enum in Node Socket Data Type Items, default 'FLOAT'

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.items
- bpy_struct.keyframe_delete

- 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.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

- GeometryNodeSimulationOutput.active_item
- GeometryNodeSimulationOutput.state_items
- NodeGeometrySimulationOutputItems.new
- NodeGeometrySimulationOutputItems.remove