GeometryNodeSimulationOutput(GeometryNode)

base classes — `bpy_struct`, `Node`, `NodeInternal`, `GeometryNode`

class bpy.types.**GeometryNodeSimulationOutput(GeometryNode)**

>   Output data from the simulation zone

>   **active_index**

>   Index of the active item

>   **TYPE:**

>   int in [0, inf], default 0

>   **active_item**

>   Index of the active item

>   **TYPE:**

>   `SimulationStateItem`

>   **state_items**

>   **TYPE:**

>   `NodeGeometrySimulationOutputItems` `bpy_prop_collection` of `SimulationStateItem`, (readonly

>   **classmethod is_registered_node_type()**

>   True if a registered node type

>   **RETURNS:**

>   Result

>   **RETURN TYPE:**

>   boolean

>   **classmethod input_template(index)**

>   Input socket template

>   **PARAMETERS:**

>   **index** (*int in [0, inf]*) – Index

>   **RETURNS:**

>   result

>   **RETURN TYPE:**

>   `NodeInternalSocketTemplate`

>   **classmethod output_template(index)**

>   Output socket template

>   **PARAMETERS:**

>   **index** (*int in [0, inf]*) – Index

>   **RETURNS:**

>   result

>   **RETURN TYPE:**

>   `NodeInternalSocketTemplate`

>   **classmethod bl_rna_get_subclass(id, default=None)**

>   **PARAMETERS:**

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`
- `Node.type`
- `Node.location`
- `Node.location_absolute`
- `Node.width`
- `Node.height`
- `Node.dimensions`
- `Node.name`
- `Node.label`
- `Node.inputs`
- `Node.outputs`
- `Node.internal_links`
- `Node.parent`
- `Node.warning_propagation`
- `Node.use_custom_color`
- `Node.color`
- `Node.color_tag`
- `Node.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `Node.mute`
- `Node.show_texture`
- `Node.bl_idname`
- `Node.bl_label`
- `Node.bl_description`
- `Node.bl_icon`
- `Node.bl_static_type`
- `Node.bl_width_default`
- `Node.bl_width_min`
- `Node.bl_width_max`
- `Node.bl_height_default`
- `Node.bl_height_min`
- `Node.bl_height_max`

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`
- `Node.poll_instance`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`
- `Node.free`
- `Node.draw_buttons`
- `Node.draw_buttons_ext`
- `Node.draw_label`
- `Node.debug_zone_body_lazy_function_graph`

- 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
- Node.socket_value_update
- Node.is_registered_node_type
- Node.poll
- Node.debug_zone_lazy_function_graph
- Node.poll
- Node.bl_rna_get_subclass
- Node.bl_rna_get_subclass_py
- NodeInternal.poll
- NodeInternal.poll_instance
- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw_buttons_ext
- NodeInternal.bl_rna_get_subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl_rna_get_subclass_py