# GeometryNodeEdgesToFaceGroups(GeometryNode)

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

```
class bpy.types.GeometryNodeEdgesToFaceGroups(GeometryNode)
```

Group faces into regions surrounded by the selected boundary edges

```
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  $\lceil 0, inf \rceil$ ) – 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:** 

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:**

tyne

## **Inherited Properties**

- bpy struct.id data
- Node.type
- Node.location
- Node.location absolute Node.hide
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.internal links
- Node.parent
- Node.warning\_propagation Node.bl\_width\_max
- Node.color
- Node.color\_tag

- Node.select
- Node.show options
- Node.show preview
- 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.use custom color 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
- 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 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
- 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

• Node.poll

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