

NodeGeometryCaptureAttributeItems(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.NodeGeometryCaptureAttributeItems(bpy_struct)`

Collection of capture attribute items

new(`socket_type`, `name`)

Add an item at the end

PARAMETERS:

- **socket_type** (enum in [Node Socket Data Type Items](#)) – Socket Type, Socket type of the item
- **name** (*string, (never None)*) – Name

RETURNS:

Item, New item

RETURN TYPE:

[NodeGeometryCaptureAttributeItem](#)

remove(`item`)

Remove an item

PARAMETERS:

item ([NodeGeometryCaptureAttributeItem](#), (never None)) – Item, The item to remove

clear()

Remove all items

move(`from_index`, `to_index`)

Move an item to another position

PARAMETERS:

- **from_index** (*int in [0, inf]*) – From Index, Index of the item to move
- **to_index** (*int in [0, inf]*) – To Index, Target index for the item

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

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- `bpy_struct.id_data`

Inherited Functions

- | | |
|---|---|
| <ul style="list-style-type: none"><code>bpy_struct.as_pointer</code><code>bpy_struct.driver_add</code><code>bpy_struct.driver_remove</code><code>bpy_struct.get</code><code>bpy_struct.id_properties_clear</code><code>bpy_struct.id_properties_ensure</code><code>bpy_struct.id_properties_ui</code><code>bpy_struct.is_property_hidden</code><code>bpy_struct.is_property_overridable_library</code><code>bpy_struct.is_property_readonly</code><code>bpy_struct.is_property_set</code> | <ul style="list-style-type: none"><code>bpy_struct.items</code><code>bpy_struct.keyframe_delete</code><code>bpy_struct.keyframe_insert</code><code>bpy_struct.keys</code><code>bpy_struct.path_from_id</code><code>bpy_struct.path_resolve</code><code>bpy_struct.pop</code><code>bpy_struct.property_overridable_library_set</code><code>bpy_struct.property_unset</code><code>bpy_struct.type_recast</code><code>bpy_struct.values</code> |
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References

- `GeometryNodeCaptureAttribute.capture_items`