NodeSocketStandard(NodeSocket)

base classes — `bpy_struct`, `NodeSocket`

subclasses — `NodeSocketBool`, `NodeSocketCollection`, `NodeSocketColor`, `NodeSocketFloat`, `NodeSocketFloatAngle`, `NodeSocketFloatColorTemperature`, `NodeSocketFloatDistance`, `NodeSocketFloatFactor`, `NodeSocketFloatFrequency`, `NodeSocketFloatPercentage`, `NodeSocketFloatTime`, `NodeSocketFloatTimeAbsolute`, `NodeSocketFloatUnsigned`, `NodeSocketFloatWavelength`, `NodeSocketGeometry`, `NodeSocketImage`, `NodeSocketInt`, `NodeSocketIntFactor`, `NodeSocketIntPercentage`, `NodeSocketIntUnsigned`, `NodeSocketMaterial`, `NodeSocketMatrix`, `NodeSocketMenu`, `NodeSocketObject`, `NodeSocketRotation`, `NodeSocketShader`, `NodeSocketString`, `NodeSocketStringFilePath`, `NodeSocketTexture`, `NodeSocketVector`, `NodeSocketVectorAcceleration`, `NodeSocketVectorDirection`, `NodeSocketVectorEuler`, `NodeSocketVectorTranslation`, `NodeSocketVectorVelocity`, `NodeSocketVectorXYZ`, `NodeSocketVirtual`

class bpy.types.**NodeSocketStandard(NodeSocket)**

> **links**
>
> > List of node links from or to this socket.
> >
> > **TYPE:**
> > > `NodeLinks`
> > >
> > > > Note
> > > >
> > > > Takes `O(len(nodetree.links))` time.
> >
> > (readonly)
>
> **draw(context, layout, node, text)**
>
> > Draw socket
> >
> > **PARAMETERS:**
> > - **layout** (`UILayout`, (never None)) – Layout, Layout in the UI
> > - **node** (`Node`, (never None)) – Node, Node the socket belongs to
> > - **text** (*string, (never None)*) – Text, Text label to draw alongside properties
>
> **draw_color(context, node)**
>
> > Color of the socket icon
> >
> > **PARAMETERS:**
> > > **node** (`Node`, (never None)) – Node, Node the socket belongs to
> >
> > **RETURNS:**
> > > Color
> >
> > **RETURN TYPE:**
> > > float array of 4 items in [0, 1]
>
> **classmethod draw_color_simple()**
>
> > Color of the socket icon
> >
> > **RETURNS:**
> > > Color
> >
> > **RETURN TYPE:**
> > > float array of 4 items in [0, 1]

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`
- `NodeSocket.name`
- `NodeSocket.label`
- `NodeSocket.identifier`
- `NodeSocket.description`
- `NodeSocket.is_output`
- `NodeSocket.hide`
- `NodeSocket.enabled`
- `NodeSocket.link_limit`
- `NodeSocket.is_linked`
- `NodeSocket.is_unavailable`
- `NodeSocket.is_multi_input`
- `NodeSocket.show_expanded`
- `NodeSocket.hide_value`
- `NodeSocket.pin_gizmo`
- `NodeSocket.node`
- `NodeSocket.type`
- `NodeSocket.display_shape`
- `NodeSocket.bl_idname`
- `NodeSocket.bl_label`
- `NodeSocket.bl_subtype_label`
- `NodeSocket.links`

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`
- `NodeSocket.draw`
- `NodeSocket.draw_color`
- `NodeSocket.draw_color_simple`
- `NodeSocket.bl_rna_get_subclass`
- `NodeSocket.bl_rna_get_subclass_py`