

NodeSocketTexture(NodeSocketStandard)

base classes — `bpy_struct`, `NodeSocket`, `NodeSocketStandard`

class `bpy.types.NodeSocketTexture(NodeSocketStandard)`

Texture socket of a node

default_value

Input value used for unconnected socket

TYPE:

`Texture`

links

List of node links from or to this socket.

TYPE:

`NodeLinks`

Note

Takes `O(len(nodetree.links))` time.

(readonly)

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.show_expanded`
- `NodeSocket.hide_value`
- `NodeSocket.pin_gizmo`
- `NodeSocket.node`
- `NodeSocket.type`
- `NodeSocket.display_shape`
- `NodeSocket.bl_idname`

- `NodeSocket.link_limit`
- `NodeSocket.is_linked`
- `NodeSocket.is_unavailable`
- `NodeSocket.is_multi_input`
- `NodeSocket.bl_label`
- `NodeSocket.bl_subtype_label`
- `NodeSocket.links`
- `NodeSocketStandard.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`
- `NodeSocketStandard.draw`
- `NodeSocketStandard.draw_color`
- `NodeSocketStandard.draw_color_simple`
- `NodeSocketStandard.bl_rna_get_subclass`
- `NodeSocketStandard.bl_rna_get_subclass_py`