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bpy_extras submodule (bpy_extras.node_utils)

bpy_extras.node_utils.**connect_sockets**(input, output)

Connect sockets in a node tree.

This is useful because the links created through the normal Python API are invalid when one of the sockets is a virtual socket (grayed out sockets in Group Input and Group Output nodes).

It replaces `node_tree.links.new(input, output)`

bpy_extras.node_utils.**find_base_socket_type**(socket)

Find the base class of the socket.

Sockets can have a subtype such as `NodeSocketFloatFactor`, but only the base type is allowed, e. g. `NodeSocketFloat`

bpy_extras.node_utils.**find_node_input**(node, name)

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