TextureNodeTexture(TextureNode)

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

class bpy.types.**TextureNodeTexture(TextureNode)**

> **node_output**
>
>> For node-based textures, which output node to use
>>
>> **TYPE:**
>>> int in [-32768, 32767], default 0
>
> **texture**
>
>> **TYPE:**
>>> `Texture`
>
> **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 [0, inf]*) – 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:**
>> type

Inherited Properties

- bpy_struct.id_data
- Node.type
- Node.location
- Node.location_absolute
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.internal_links
- Node.parent
- Node.warning_propagation
- Node.use_custom_color
- Node.color
- Node.color_tag

- Node.select
- Node.show_options
- Node.show_preview
- Node.hide
- 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.bl_width_max
- 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

- 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

- bpy_struct.pack_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
- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw_buttons_ext
- NodeInternal.bl_rna_get_subclass
- NodeInternal.bl_rna_get_subclass_py
- TextureNode.poll
- TextureNode.bl_rna_get_subclass
- TextureNode.bl_rna_get_subclass_py