# NodeTreeInterfaceSocketImage(NodeTreeInterfaceSocket)

base classes — bpy\_struct, NodeTreeInterfaceItem, NodeTreeInterfaceSocket

# ${\bf class\ bpy.types. Node Tree Interface Socket Image (Node Tree Interface Socket)}$

Image socket of a node

### default value

Input value used for unconnected socket

#### TYPE:

Image

# draw(context, layout)

Draw interface socket settings

#### **PARAMETERS:**

layout (UILayout, (never None)) - Layout, Layout in the UI

# init\_socket(node, socket, data\_path)

Initialize a node socket instance

# **PARAMETERS:**

- node (Node, (never None)) Node, Node of the socket to initialize
- $\bullet \ \ socket \ ( \ {\tt NodeSocket} \ , \ (never \ None)) Socket, \ Socket \ to \ initialize \\$
- data\_path (string, (never None)) Data Path, Path to specialized socket data

# from\_socket(node, socket)

Setup template parameters from an existing socket

### **PARAMETERS:**

- node (Node, (never None)) Node, Node of the original socket
- socket (NodeSocket, (never None)) Socket, Original socket

# 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
- NodeTreeInterfaceItem.item type
- NodeTreeInterfaceItem.parent
- NodeTreeInterfaceItem.position
- NodeTreeInterfaceItem.index
- NodeTreeInterfaceSocket.name
- NodeTreeInterfaceSocket.identifier
- NodeTreeInterfaceSocket.description
- NodeTreeInterfaceSocket.socket type
- NodeTreeInterfaceSocket.in out

- NodeTreeInterfaceSocket.hide value
- NodeTreeInterfaceSocket.hide in modifier
- NodeTreeInterfaceSocket.force non field
- NodeTreeInterfaceSocket.is inspect output
- NodeTreeInterfaceSocket.layer selection field
- NodeTreeInterfaceSocket.attribute domain
- NodeTreeInterfaceSocket.default attribute name
- NodeTreeInterfaceSocket.default input
- NodeTreeInterfaceSocket.bl socket idname

# **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
- NodeTreeInterfaceItem.bl rna get subclass
- NodeTreeInterfaceItem.bl rna get subclass py
- NodeTreeInterfaceSocket.draw
- NodeTreeInterfaceSocket.init socket
- NodeTreeInterfaceSocket.from socket
- NodeTreeInterfaceSocket.bl rna get subclass
- NodeTreeInterfaceSocket.bl\_rna\_get\_subclass\_

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