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- `FunctionNode.EulerToRotation` (class in `bpy.types`)
- `FunctionNode.FindInString` (class in `bpy.types`)
- `FunctionNode.FloatToInt` (class in `bpy.types`)
- `FunctionNode.HashValue` (class in `bpy.types`)
- `FunctionNode.InputBool` (class in `bpy.types`)
- `FunctionNode.InputColor` (class in `bpy.types`)
- `FunctionNode.InputInt` (class in `bpy.types`)
- `FunctionNode.InputRotation` (class in `bpy.types`)
- `FunctionNode.InputSpecialCharacters` (class in `bpy.types`)
- `FunctionNode.InputString` (class in `bpy.types`)
- `FunctionNode.InputVector` (class in `bpy.types`)
- `FunctionNode.IntegerMath` (class in `bpy.types`)
- `FunctionNode.InvertMatrix` (class in `bpy.types`)
- `FunctionNode.InvertRotation` (class in `bpy.types`)
- `FunctionNode.MatrixDeterminant` (class in `bpy.types`)
- `FunctionNode.MatrixMultiply` (class in `bpy.types`)
- `FunctionNode.ProjectPoint` (class in `bpy.types`)
- `FunctionNode.QuaternionToRotation` (class in `bpy.types`)
- `FunctionNode.RandomValue` (class in `bpy.types`)
- `FunctionNode.ReplaceString` (class in `bpy.types`)
- `FunctionNode.RotateEuler` (class in `bpy.types`)
- `FunctionNode.RotateRotation` (class in `bpy.types`)
- `FunctionNode.RotateVector` (class in `bpy.types`)

- `FunctionNodeRotationToAxisAngle` (class in `bpy.types`)
- `FunctionNodeRotationToEuler` (class in `bpy.types`)
- `FunctionNodeRotationToQuaternion` (class in `bpy.types`)
- `FunctionNodeSeparateColor` (class in `bpy.types`)
- `FunctionNodeSeparateMatrix` (class in `bpy.types`)
- `FunctionNodeSeparateTransform` (class in `bpy.types`)
- `FunctionNodeSliceString` (class in `bpy.types`)
- `FunctionNodeStringLength` (class in `bpy.types`)
- `FunctionNodeTransformDirection` (class in `bpy.types`)
- `FunctionNodeTransformPoint` (class in `bpy.types`)
- `FunctionNodeTransposeMatrix` (class in `bpy.types`)
- `FunctionNodeValueToString` (class in `bpy.types`)
- `fuzzy` (`bpy.types.SoftBodySettings` attribute)

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