Skip to conten

FunctionNodeBooleanMath(FunctionNode)

```
base classes — bpy_struct, Node, NodeInternal, FunctionNode
{\bf class}\ bpy.types. {\bf Function Node Boolean Math (Function Node)}
    operation
        TYPE:
             enum in Node Boolean Math Items, default 'AND'
    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.hide

• Node.width

• Node.height

• Node.dimensions

• Node.name

• Node.label

• Node.inputs

• Node.outputs

• Node.internal links

• Node.parent

• Node.warning_propagation • Node.bl_width_max

• Node.color

• Node.color tag

• Node.select

• Node.show options

• Node.show preview

• 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.use custom color • 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 • Node.draw buttons ext

• 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 • NodeInternal.draw buttons

• bpy struct.property unset

• bpy struct.type_recast

• bov struct.values

• Node.poll

• Node.poll_instance

• Node.update

Node.insert link

• Node.init

• Node.copy

• Node.free

• Node.draw_buttons

• 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

• NodeInternal.update

• NodeInternal.draw buttons ext

• NodeInternal.bl rna get subclass

• NodeInternal.bl rna get subclass pv

• Node.socket_value_update

• Node.is_registered_node_type

• FunctionNode.bl_rna_get_subclass

• FunctionNode.bl_rna_get_subclass_py

Previous FunctionNodeAxisAngleToRotation(FunctionNode) Report issue on this page Copyright © Blender Authors Made with Furo FunctionNodeCombineColor(FunctionNoc