TextureNodeCurveTime(TextureNode)

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

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

> **curve**
>
> > **TYPE:**
> >
> > > `CurveMapping`, (readonly)
>
> **frame_end**
>
> > **TYPE:**
> >
> > > int in [-32768, 32767], default 0
>
> **frame_start**
>
> > **TYPE:**
> >
> > > int in [-32768, 32767], default 0
>
> **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`
- `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`

- `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`
- `Node.socket_value_update`
- `Node.is_registered_node_type`
- `Node.poll`
- `NodeInternal.poll`
- `NodeInternal.poll_instance`
- `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`

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