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# CompositorNodeNormal(CompositorNode)

```
base classes — bpy_struct, Node, NodeInternal, CompositorNode
class bpy.types.CompositorNodeNormal(CompositorNode)
    Generate a normal vector and a dot product
    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
    class method output template (index)
        Output socket template
        PARAMETERS:
            index (int in [0, inf]) – Index
        RETURNS:
            result
        RETURN TYPE:
             NodeInternalSocketTemplate
    update()
    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

• 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

• 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

• NodeInternal.update

• NodeInternal.draw\_buttons

• NodeInternal.draw buttons ext

• NodeInternal.bl rna get subclass

• NodeInternal.bl rna get subclass py

• CompositorNode.tag need exec

• CompositorNode.poll

- Node.socket\_value\_update
- Node.is\_registered\_node\_type
- Node.poll
- Node.poll instance

- CompositorNode.update
- CompositorNode.bl\_rna\_get\_subclass
- CompositorNode.bl\_rna\_get\_subclass\_py

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