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NodeSocketShader(NodeSocketStandard)

base classes — [bpy_struct](#), [NodeSocket](#), [NodeSocketStandard](#)

class `bpy.types.NodeSocketShader(NodeSocketStandard)`

Shader socket of a node

links

List of node links from or to this socket.

TYPE:

[NodeLinks](#)

Note

Takes `O(len(nodetree.links))` time.

(readonly)

classmethod `bl_ma_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_ma_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](#)
- [NodeSocket.name](#)
- [NodeSocket.label](#)
- [NodeSocket.identifier](#)
- [NodeSocket.description](#)
- [NodeSocket.is_output](#)
- [NodeSocket.hide](#)
- [NodeSocket.enabled](#)
- [NodeSocket.link_limit](#)
- [NodeSocket.is_linked](#)
- [NodeSocket.is_unavailable](#)
- [NodeSocket.is_multi_input](#)
- [NodeSocket.show_expanded](#)
- [NodeSocket.hide_value](#)
- [NodeSocket.pin_gizmo](#)
- [NodeSocket.node](#)
- [NodeSocket.type](#)
- [NodeSocket.display_shape](#)
- [NodeSocket.bl_idname](#)
- [NodeSocket.bl_label](#)
- [NodeSocket.bl_subtype_label](#)
- [NodeSocket.links](#)
- [NodeSocketStandard.links](#)

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`
- `NodeSocket.draw`
- `NodeSocket.draw_color`
- `NodeSocket.draw_color_simple`
- `NodeSocket.bl_rna_get_subclass`
- `NodeSocket.bl_rna_get_subclass_py`
- `NodeSocketStandard.draw`
- `NodeSocketStandard.draw_color`
- `NodeSocketStandard.draw_color_simple`
- `NodeSocketStandard.bl_rna_get_subclass`
- `NodeSocketStandard.bl_rna_get_subclass_py`