NodeMenuSwitchItems(bpy_struct)

base class — `bpy_struct`

class bpy.types.**NodeMenuSwitchItems(bpy_struct)**

Collection of items that make up an enum

new(name)

Add an a new enum item

PARAMETERS:

name (*string, (never None)*) – Name

RETURNS:

Item, New item

RETURN TYPE:

`NodeEnumItem`

remove(item)

Remove an item

PARAMETERS:

item (`NodeEnumItem`, (never None)) – Item, The item to remove

clear()

Remove all items

move(from_index, to_index)

Move an item to another position

PARAMETERS:

- **from_index** (*int in [0, inf]*) – From Index, Index of the item to move
- **to_index** (*int in [0, inf]*) – To Index, Target index for the item

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](#)

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](#)

References

- [GeometryNodeMenuSwitch.enum_items](#)

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