# FunctionNodeAxesToRotation(FunctionNode)

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

# class bpy.types.FunctionNodeAxesToRotation(FunctionNode)

Create a rotation from a primary and (ideally orthogonal) secondary axis

### primary axis

Axis that is aligned exactly to the provided primary direction

### TYPE:

```
enum in ['X', 'Y', 'Z'], default 'X'
```

# secondary\_axis

Axis that is aligned as well as possible given the alignment of the primary axis

### TYPE:

```
enum in ['X', 'Y', 'Z'], default 'X'
```

# 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:**

 ${\tt NodeInternalSocketTemplate}$ 

# 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.use\_custom\_color • Node.bl\_height\_default

• 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.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

- 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

- 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
- bpy struct.values
- Node.socket\_value\_update
- Node.is registered node type

- 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 py
- FunctionNode.bl\_rna\_get\_subclass
- FunctionNode.bl rna get subclass py

Previous FunctionNodeAlignRotationToVector(FunctionNode) Report issue on this page

Copyright © Blender Authors Made with Furo

FunctionNodeAxisAngleToRotation(FunctionNoc