# NodeLink(bpy\_struct)

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base class — bpy_struct
class bpy.types.NodeLink(bpy_struct)
     Link between nodes in a node tree
     from node
          TYPE:
                Node, (readonly)
     from_socket
          TYPE:
                NodeSocket, (readonly)
     is hidden
          Link is hidden due to invisible sockets
          TYPE:
               boolean, default False, (readonly)
     is muted
          Link is muted and can be ignored
          TYPE:
               boolean, default False
     is valid
          Link is valid
          TYPE:
               boolean, default False
     multi_input_sort_id
          Used to sort multiple links coming into the same input. The highest ID is at the top.
          TYPE:
               int in [0, inf], default 0, (readonly)
     to_node
          TYPE:
                Node, (readonly)
     to_socket
          TYPE:
                NodeSocket, (readonly)
     swap_multi_input_sort_id(other)
          Swap the order of two links connected to the same multi-input socket
          PARAMETERS:
               \textbf{other} \, (\, \texttt{NodeLink} \, , (never \, None)) \, - \, Other, \, The \, other \, link. \, Must \, link \, to \, the \, same \, multi-input \, socket.
     classmethod bl_rna_get_subclass(id, default=None)
```

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```

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.property unset
- 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.type recast
- bpy struct.values

# References

- Node.insert link
- Node.internal links
- NodeLinks.new
- NodeLinks.remove
- NodeLink.swap multi input sort id NodeTree.links