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# NodeGeometryForeachGeometryElementGenerationItems(bpy\_str

base class — [bpy\\_struct](#)

**class** `bpy.types.NodeGeometryForeachGeometryElementGenerationItems(bpy_struct)`

Collection of generation items

**new(socket\_type, name)**

Add an item at the end

**PARAMETERS:**

- **socket\_type** (enum in [Node Socket Data Type Items](#)) – Socket Type, Socket type of the item
- **name** (*string, (never None)*) – Name

**RETURNS:**

Item, New item

**RETURN TYPE:**

[ForeachGeometryElementGenerationItem](#)

**remove(item)**

Remove an item

**PARAMETERS:**

**item** ([ForeachGeometryElementGenerationItem](#), (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

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| <ul style="list-style-type: none"><li><code>bpy_struct.as_pointer</code></li><li><code>bpy_struct.driver_add</code></li><li><code>bpy_struct.driver_remove</code></li><li><code>bpy_struct.get</code></li><li><code>bpy_struct.id_properties_clear</code></li><li><code>bpy_struct.id_properties_ensure</code></li><li><code>bpy_struct.id_properties_ui</code></li><li><code>bpy_struct.is_property_hidden</code></li><li><code>bpy_struct.is_property_overridable_library</code></li><li><code>bpy_struct.is_property_readonly</code></li><li><code>bpy_struct.is_property_set</code></li></ul> | <ul style="list-style-type: none"><li><code>bpy_struct.items</code></li><li><code>bpy_struct.keyframe_delete</code></li><li><code>bpy_struct.keyframe_insert</code></li><li><code>bpy_struct.keys</code></li><li><code>bpy_struct.path_from_id</code></li><li><code>bpy_struct.path_resolve</code></li><li><code>bpy_struct.pop</code></li><li><code>bpy_struct.property_overridable_library_set</code></li><li><code>bpy_struct.property_unset</code></li><li><code>bpy_struct.type_recast</code></li><li><code>bpy_struct.values</code></li></ul> |
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# References

- `GeometryNodeForeachGeometryElementOutput.generation_items`

