NodeTreeInterfaceSocket(NodeTreeInterfaceItem)

base classes — `bpy_struct`, `NodeTreeInterfaceItem`

subclasses — `NodeTreeInterfaceSocketBool`, `NodeTreeInterfaceSocketCollection`, `NodeTreeInterfaceSocketColor`, `NodeTreeInterfaceSocketFloat`, `NodeTreeInterfaceSocketFloatAngl`, `NodeTreeInterfaceSocketFloatColorTemperature`, `NodeTreeInterfaceSocketFloatDistance`, `NodeTreeInterfaceSocketFloatFactor`, `NodeTreeInterfaceSocketFloatFrequency`, `NodeTreeInterfaceSocketFloatPercentage`, `NodeTreeInterfaceSocketFloatTime`, `NodeTreeInterfaceSocketFloatTimeAbsolute`, `NodeTreeInterfaceSocketFloatUnsigned`, `NodeTreeInterfaceSocketFloatWavelength`, `NodeTreeInterfaceSocketGeometry`, `NodeTreeInterfaceSocketImage`, `NodeTreeInterfaceSocketInt`, `NodeTreeInterfaceSocketIntFactor`, `NodeTreeInterfaceSocketIntPercentage`, `NodeTreeInterfaceSocketIntUnsigned`, `NodeTreeInterfaceSocketMaterial`, `NodeTreeInterfaceSocketMatrix`, `NodeTreeInterfaceSocketMenu`, `NodeTreeInterfaceSocketObject`, `NodeTreeInterfaceSocketRotation`, `NodeTreeInterfaceSocketShade`, `NodeTreeInterfaceSocketString`, `NodeTreeInterfaceSocketStringFilePath`, `NodeTreeInterfaceSocketTexture`, `NodeTreeInterfaceSocketVector`, `NodeTreeInterfaceSocketVectorAcceleration`, `NodeTreeInterfaceSocketVectorDirection`, `NodeTreeInterfaceSocketVectorEuler`, `NodeTreeInterfaceSocketVectorTranslation`, `NodeTreeInterfaceSocketVectorVelocity`, `NodeTreeInterfaceSocketVectorXYZ`

class bpy.types.**NodeTreeInterfaceSocket(NodeTreeInterfaceItem)**

Declaration of a node socket

attribute_domain

Attribute domain used by the geometry nodes modifier to create an attribute output

TYPE:

enum in Attribute Domain Items, default 'POINT'

bl_socket_idname

Name of the socket type

TYPE:

string, default "", (never None)

default_attribute_name

The attribute name used by default when the node group is used by a geometry nodes modifier

TYPE:

string, default "", (never None)

default_input

Input to use when the socket is unconnected. Requires "Hide Value".

TYPE:

enum in [], default ''

description

Socket description

TYPE:

string, default "", (never None)

force_non_field

Only allow single value inputs rather than fields

TYPE:

boolean, default False

hide_in_modifier

Don't show the input value in the geometry nodes modifier interface

TYPE:

boolean, default False

hide_value

Hide the socket input value even when the socket is not connected

TYPE:

boolean, default False

identifier

Unique identifier for mapping sockets

TYPE:

string, default "", (readonly, never None)

in_out

Input or output socket type

- `INPUT` Input – Generate a input node socket.
- `OUTPUT` Output – Generate a output node socket.

TYPE:

enum in ['INPUT', 'OUTPUT'], default 'INPUT', (readonly)

is_inspect_output

Take link out of node group to connect to root tree output node

TYPE:

boolean, default False

layer_selection_field

Take Grease Pencil Layer or Layer Group as selection field

TYPE:

boolean, default False

name

Socket name

TYPE:

string, default "", (never None)

socket_type

Type of the socket generated by this interface item

TYPE:

enum in ['DEFAULT'], default 'DEFAULT'

draw(context, layout)

Draw properties of the socket interface

PARAMETERS:

layout (`UILayout` , (never None)) – Layout, Layout in the UI

init_socket(node, socket, data_path)

Initialize a node socket instance

PARAMETERS:

- **node** (`Node` , (never None)) – Node, Node of the socket to initialize
- **socket** (`NodeSocket` , (never None)) – Socket, Socket to initialize
- **data_path** (*string, (never None)*) – Data Path, Path to specialized socket data

from_socket(node, socket)

Setup template parameters from an existing socket

PARAMETERS:

- **node** (`Node` , (never None)) – Node, Node of the original socket
- **socket** (`NodeSocket` , (never None)) – Socket, Original socket

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`
- `NodeTreeInterfaceItem.item_type`
- `NodeTreeInterfaceItem.parent`
- `NodeTreeInterfaceItem.position`
- `NodeTreeInterfaceItem.index`

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.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.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.items
- bpy_struct.type_recast
- bpy_struct.values
- NodeTreeInterfaceItem.bl_rna_get_subclass
- NodeTreeInterfaceItem.bl_rna_get_subclass_py

References

- NodeTreeInterface.new_socket