## FunctionNodeSliceString(FunctionNode)

```
base classes — bpy_struct, Node, NodeInternal, FunctionNode
class bpy.types.FunctionNodeSliceString(FunctionNode)
    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 \lceil 0, inf \rceil) – 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.
```

type

**RETURN 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.parent

- 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.internal\_links Node.bl\_width\_default
  - Node.bl\_width\_min
- Node.warning\_propagation Node.bl\_width\_max
- Node.use\_custom\_color Node.bl\_height\_default
  - 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
- 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.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
- 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

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