# FunctionNodeInputInt(FunctionNode)

```
base classes — bpy_struct, Node, NodeInternal, FunctionNode
class bpy.types.FunctionNodeInputInt(FunctionNode)
    integer
        Input value used for unconnected socket
        TYPE:
             int in [-inf, inf], default 1
    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:
             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.bl\_width\_default

• 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 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
- 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

- 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

- bpy\_struct.type\_recast
- bpy\_struct.values
- Node.socket\_value\_update
- Node.is\_registered\_node\_type

- NodeInternal.bl\_rna\_get\_subclass
- NodeInternal.bl\_rna\_get\_subclass\_py
- FunctionNode.bl\_rna\_get\_subclass
- FunctionNode.bl\_rna\_get\_subclass\_py

Previous
FunctionNodeInputColor(FunctionNode)
Report issue on this page

Copyright © Blender Authors Made with Furo No FunctionNodeInputRotation(FunctionNoc