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GeometryNodeFillCurve(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeFillCurve(GeometryNode)
    Generate a mesh on the XY plane with faces on the inside of input curves
    mode
        TYPE:
             enum in ['TRIANGLES', 'NGONS'], default 'TRIANGLES'
    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:
             NodeInternalSocketTemplate
    class method 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
```

PARAMETERS:

id (str) – The RNA type identifier.

classmethod bl_rna_get_subclass_py(id, default=None)

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.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 default
 - 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
- 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.property unset

- Node.poll instance
- Node.update
- Node.insert link
- Node.init
- Node.copy
- Node.free
- Node.draw buttons
- Node.draw_buttons_ext
- 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
- NodeInternal.draw buttons ext
- NodeInternal.bl rna get subclass

- bpy_struct.type_recast
- bpy_struct.values
- Node.socket_value_update
- Node.is_registered_node_type
- Node.poll

- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl_rna_get_subclass_py

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