Skip to content

ShaderNodeTexWave(ShaderNode)

base classes — bpy_struct, Node, NodeInternal, ShaderNode

class bpy.types.**ShaderNodeTexWave(ShaderNode)**

Generate procedural bands or rings with noise

bands_direction

- X X – Bands across X axis.
- Y Y – Bands across Y axis.
- Z Z – Bands across Z axis.
- DIAGONAL Diagonal – Bands across diagonal axis.

TYPE:

enum in ['X', 'Y', 'Z', 'DIAGONAL'], default 'X'

color_mapping

Color mapping settings

TYPE:

ColorMapping, (readonly, never None)

rings_direction

- X X – Rings along X axis.
- Y Y – Rings along Y axis.
- Z Z – Rings along Z axis.
- SPHERICAL Spherical – Rings along spherical distance.

TYPE:

enum in ['X', 'Y', 'Z', 'SPHERICAL'], default 'X'

texture_mapping

Texture coordinate mapping settings

TYPE:

TexMapping, (readonly, never None)

wave_profile

- SIN Sine – Use a standard sine profile.
- SAW Saw – Use a sawtooth profile.
- TRI Triangle – Use a triangle profile.

TYPE:

enum in ['SIN', 'SAW', 'TRI'], default 'SIN'

wave_type

- BANDS Bands – Use standard wave texture in bands.
- RINGS Rings – Use wave texture in rings.

TYPE:

enum in ['BANDS', 'RINGS'], default 'BANDS'

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.width`
- `Node.height`
- `Node.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `Node.mute`
- `Node.show_texture`

- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.internal_links
- Node.parent
- Node.warning_propagation
- Node.use_custom_color
- Node.color
- Node.color_tag
- 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_width_max
- 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
- 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
- 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_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
- NodeInternal.bl_rna_get_subclass_py
- ShaderNode.poll
- ShaderNode.bl_rna_get_subclass
- ShaderNode.bl_rna_get_subclass_py