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NodeGeometryCaptureAttributeItem(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.NodeGeometryCaptureAttributeItem(bpy_struct)`

color

Color of the corresponding socket type in the node editor

TYPE:

float array of 4 items in [0, inf], default (0.0, 0.0, 0.0, 0.0), (readonly)

data_type

TYPE:

enum in [Attribute Type Items](#), default 'FLOAT'

name

TYPE:

string, default "", (never None)

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](#)

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.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.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

References

- `GeometryNodeCaptureAttribute.capture_items`
- `NodeGeometryCaptureAttributeItems.remove`
- `NodeGeometryCaptureAttributeItems.new`

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