FunctionNodeProjectPoint(FunctionNode)

```
base classes — bpy_struct, Node, NodeInternal, FunctionNode
class bpy.types.FunctionNodeProjectPoint(FunctionNode)
    Project a point using a matrix, using location, rotation, scale, and perspective divide
    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
    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
    classmethod bl rna get subclass py(id, default=None)
        PARAMETERS:
             id(str) – The RNA type identifier.
```

RETURN TYPE: tyne

The class or default when not found.

RETURNS:

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 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

FunctionNodeQuaternionToRotation(FunctionNoc

Copyright © Blender Authors Made with Furo

Previous FunctionNodeMatrixMultiply(FunctionNode) Report issue on this page