

# GeometryNodeStringToCurves(GeometryNode)

base classes — [bpy\\_struct](#), [Node](#), [NodeInternal](#), [GeometryNode](#)

**class** `bpy.types.GeometryNodeStringToCurves(GeometryNode)`

Generate a paragraph of text with a specific font, using a curve instance to store each character

## **align\_x**

Text horizontal alignment from the object or text box center

- `LEFT` Left – Align text to the left.
- `CENTER` Center – Align text to the center.
- `RIGHT` Right – Align text to the right.
- `JUSTIFY` Justify – Align text to the left and the right.
- `FLUSH` Flush – Align text to the left and the right, with equal character spacing.

### **TYPE:**

enum in [`'LEFT'`, `'CENTER'`, `'RIGHT'`, `'JUSTIFY'`, `'FLUSH'`], default `'LEFT'`

## **align\_y**

Text vertical alignment from the object center

- `TOP` Top – Align text to the top.
- `TOP_BASELINE` Top Baseline – Align text to the top line's baseline.
- `MIDDLE` Middle – Align text to the middle.
- `BOTTOM_BASELINE` Bottom Baseline – Align text to the bottom line's baseline.
- `BOTTOM` Bottom – Align text to the bottom.

### **TYPE:**

enum in [`'TOP'`, `'TOP_BASELINE'`, `'MIDDLE'`, `'BOTTOM_BASELINE'`, `'BOTTOM'`], default `'TOP_BASELINE'`

## **font**

Font of the text. Falls back to the UI font by default.

### **TYPE:**

[VectorFont](#)

## **overflow**

Handle the text behavior when it doesn't fit in the text boxes

- `OVERFLOW` Overflow – Let the text use more space than the specified height.
- `SCALE_TO_FIT` Scale To Fit – Scale the text size to fit inside the width and height.
- `TRUNCATE` Truncate – Only output curves that fit within the width and height. Output the remainder to the "Remainder" output..

### **TYPE:**

enum in [`'OVERFLOW'`, `'SCALE_TO_FIT'`, `'TRUNCATE'`], default `'OVERFLOW'`

## **pivot\_mode**

Pivot point position relative to character

- `MIDPOINT` Midpoint – Midpoint.
- `TOP_LEFT` Top Left – Top Left.
- `TOP_CENTER` Top Center – Top Center.
- `TOP_RIGHT` Top Right – Top Right.
- `BOTTOM_LEFT` Bottom Left – Bottom Left.

- `BOTTOM_LEFT` Bottom Left – Bottom Left.
- `BOTTOM_CENTER` Bottom Center – Bottom Center.
- `BOTTOM_RIGHT` Bottom Right – Bottom Right.

**TYPE:**

enum in ['MIDPOINT', 'TOP\_LEFT', 'TOP\_CENTER', 'TOP\_RIGHT', 'BOTTOM\_LEFT', 'BOTTOM\_CENTER', 'BOTTOM\_RIGHT'], default 'BOTTOM\_LEFT'

**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_ma_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_ma_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.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.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `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_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`
- `GeometryNode.poll`
- `GeometryNode.bl_rna_get_subclass`
- `GeometryNode.bl_rna_get_subclass_py`

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