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# GeometryNodeCaptureAttribute(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

## class bpy.types.GeometryNodeCaptureAttribute(GeometryNode)

Store the result of a field on a geometry and output the data as a node socket. Allows remembering or interpolating data as the geometry changes, such as positions before deformation

```
active_index
   Index of the active item
   TYPE:
        int in [0, inf], default 0
active item
   Index of the active item
   TYPE:
        RepeatItem
capture_items
   TYPE:
        {\tt NodeGeometryCaptureAttributeItems\ bpy\_prop\_collection\ of}
        NodeGeometryCaptureAttributeItem, (readonly)
domain
   Which domain to store the data in
   TYPE:
        enum in Attribute Domain Items, default 'POINT'
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

index (int in [0, inf]) – Index

**PARAMETERS:** 

# **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.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
- how at rust sat

- Node.poll instance
- Node.update
- Node.insert link

- ppy\_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.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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