NodeTreeInterfaceSocketVectorDirection(NodeTreeInterfaceSocke

base classes — `bpy_struct`, `NodeTreeInterfaceItem`, `NodeTreeInterfaceSocket`

class bpy.types.**NodeTreeInterfaceSocketVectorDirection(NodeTreeInterfaceSocket)**

3D vector socket of a node

default_value

Input value used for unconnected socket

TYPE:

`mathutils.Vector` of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

max_value

Maximum value

TYPE:

float in [-inf, inf], default 0.0

min_value

Minimum value

TYPE:

float in [-inf, inf], default 0.0

subtype

Subtype of the default value

TYPE:

enum in ['DEFAULT'], default 'DEFAULT'

draw(context, layout)

Draw interface socket settings

PARAMETERS:

layout (`UILayout`, (never None)) – Layout, Layout in the UI

init_socket(node, socket, data_path)

Initialize a node socket instance

PARAMETERS:

- **node** (`Node`, (never None)) – Node, Node of the socket to initialize
- **socket** (`NodeSocket`, (never None)) – Socket, Socket to initialize
- **data_path** (*string, (never None)*) – Data Path, Path to specialized socket data

from_socket(node, socket)

Setup template parameters from an existing socket

PARAMETERS:

- **node** (`Node`, (never None)) – Node, Node of the original socket
- **socket** (`NodeSocket`, (never None)) – Socket, Original socket

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`
- `NodeTreeInterfaceItem.item_type`
- `NodeTreeInterfaceItem.parent`
- `NodeTreeInterfaceItem.position`
- `NodeTreeInterfaceItem.index`
- `NodeTreeInterfaceSocket.name`
- `NodeTreeInterfaceSocket.identifier`
- `NodeTreeInterfaceSocket.description`
- `NodeTreeInterfaceSocket.socket_type`
- `NodeTreeInterfaceSocket.in_out`
- `NodeTreeInterfaceSocket.hide_value`
- `NodeTreeInterfaceSocket.hide_in_modifier`
- `NodeTreeInterfaceSocket.force_non_field`
- `NodeTreeInterfaceSocket.is_inspect_output`
- `NodeTreeInterfaceSocket.layer_selection_field`
- `NodeTreeInterfaceSocket.attribute_domain`
- `NodeTreeInterfaceSocket.default_attribute_name`
- `NodeTreeInterfaceSocket.default_input`
- `NodeTreeInterfaceSocket.bl_socket_idname`

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`
- `NodeTreeInterfaceItem.bl_rna_get_subclass`
- `NodeTreeInterfaceItem.bl_rna_get_subclass_py`
- `NodeTreeInterfaceSocket.draw`
- `NodeTreeInterfaceSocket.init_socket`
- `NodeTreeInterfaceSocket.from_socket`
- `NodeTreeInterfaceSocket.bl_rna_get_subclass`
- `NodeTreeInterfaceSocket.bl_rna_get_subclass_`

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