# Skip to content

# GeometryNodeTrimCurve(GeometryNode)

base classes — bpy\_struct, Node, NodeInternal, GeometryNode

# class bpy.types.GeometryNodeTrimCurve(GeometryNode)

Shorten curves by removing portions at the start or end

#### mode

How to find endpoint positions for the trimmed spline

- FACTOR Factor Find the endpoint positions using a factor of each spline's length.
- LENGTH Length Find the endpoint positions using a length from the start of each spline.

#### TYPE:

```
enum in ['FACTOR', 'LENGTH'], default 'FACTOR'
```

# 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:**

 ${\tt NodeInternalSocketTemplate}$ 

# classmethod output template(index)

Output socket template

## **PARAMETERS:**

index (int in  $\lceil 0, inf \rceil$ ) – Index

#### **RETURNS:**

result

# **RETURN TYPE:**

 ${\tt NodeInternalSocketTemplate}$ 

# 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**

•	bpv	struct.id	data
	$\mathcal{L} \mathcal{L} \mathcal{L} \mathcal{L}$	octuce.ta	uata

- Node.type
- Node.location
- Node.location\_absolute Node.hide
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.parent
- Node.warning propagation Node.bl width max
- Node.use\_custom\_color Node.bl\_height\_default
- Node.color

- 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.internal\_links Node.bl\_width\_default
  - Node.bl width min

  - Node.bl height min
- Node.color tag 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

- 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

- ppy struct.patn 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

- 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

Previous GeometryNodeTriangulate(GeometryNode) Report issue on this page Copyright © Blender Authors

Made with Furo

GeometryNodeUVPackIslands(GeometryNod