# RepeatItem(bpy_struct)

base class — `bpy_struct`

**class** bpy.types.**RepeatItem(bpy_struct)**

> **color**
>
> > Color of the corresponding socket type in the node editor
> >
> > **TYPE:**
> >
> > > float array of 4 items in [0, inf], default (0.0, 0.0, 0.0, 0.0), (readonly)
>
> **name**
>
> > **TYPE:**
> >
> > > string, default "", (never None)
>
> **socket_type**
>
> > **TYPE:**
> >
> > > enum in Node Socket Data Type Items, default 'FLOAT'
>
> **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`

## 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.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.is_property_hidden
- bpy_struct.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values

## References

- GeometryNodeBake.active_item
- GeometryNodeCaptureAttribute.active_item
- GeometryNodeRepeatOutput.active_item
- GeometryNodeRepeatOutput.repeat_items
- NodeGeometryRepeatOutputItems.new
- NodeGeometryRepeatOutputItems.remove