ShaderNodeMix(ShaderNode)

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

class bpy.types.**ShaderNodeMix(ShaderNode)**

Mix values by a factor

blend_type

TYPE:

enum in Ramp Blend Items, default 'MIX'

clamp_factor

Clamp the factor to [0,1] range

TYPE:

boolean, default False

clamp_result

Clamp the result to [0,1] range

TYPE:

boolean, default False

data_type

TYPE:

enum in ['FLOAT', 'VECTOR', 'RGBA', 'ROTATION'], default 'FLOAT'

factor_mode

- `UNIFORM` Uniform – Use a single factor for all components.
- `NON_UNIFORM` Non-Uniform – Per component factor.

TYPE:

enum in ['UNIFORM', 'NON_UNIFORM'], default 'UNIFORM'

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_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.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.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
- ShaderNode.poll
- ShaderNode.bl_rna_get_subclass
- ShaderNode.bl_rna_get_subclass_py

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