NodeTreeInterfaceSocketCollection(NodeTreeInterfaceSocket)

 $base\ classes -- \verb|bpy_struct|, \verb|NodeTreeInterfaceItem|, \verb|NodeTreeInterfaceSocket|$

${\bf class\ bpy.types. Node Tree Interface Socket Collection (Node Tree Interface Socket)}$

Collection socket of a node

default value

Input value used for unconnected socket

TYPE:

Collection

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
- $\bullet \ \ socket \ (\ {\tt NodeSocket} \ , \ (never \ None)) Socket, \ Socket \ to \ initialize \\$
- 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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