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TextureNodeMixRGB(TextureNode)

base classes — bpy_struct, Node, NodeInternal, TextureNode class bpy.types.TextureNodeMixRGB(TextureNode) blend type TYPE: enum in Ramp Blend Items, default 'MIX' use_alpha Include alpha of second input in this operation TYPE: boolean, default False use_clamp Clamp result of the node to 0.0 to 1.0 range TYPE: boolean, default False 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.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.color

• Node.color tag

• 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.use_custom_color • Node.bl_height_default

• Node.bl height min

• 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

• boy struct.items

• 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

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- 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
- 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
- TextureNode.poll
- TextureNode.bl_rna_get_subclass
- TextureNode.bl rna get subclass py

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No TextureNodeOutput(TextureNoc