

# NodeTreeInterfaceSocketFloatColorTemperature(NodeTreeInterfaceSocketFloatColorTemperature)

base classes — [bpy\\_struct](#), [NodeTreeInterfaceItem](#), [NodeTreeInterfaceSocket](#)

**class** `bpy.types.NodeTreeInterfaceSocketFloatColorTemperature(NodeTreeInterfaceSocket)`

Floating-point number socket of a node

## **default\_value**

Input value used for unconnected socket

### **TYPE:**

float in [-inf, inf], default 0.0

## **max\_value**

Maximum value

### **TYPE:**

float in [-inf, inf], default 0.0

## **min\_value**

Minimum value

### **TYPE:**

float in [-inf, inf], default 0.0

## **subtype**

Subtype of the default value

### **TYPE:**

enum in ['DEFAULT'], default 'DEFAULT'

## **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
- **socket** ([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_ma_get_subclass(id, default=None)`

**PARAMETERS:**

#### 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_py`

