True if a registered node type

## GeometryNodeForeachGeometryElementOutput(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class\ bpy.types. Geometry Node For each Geometry Element Output (Geometry Node)
     active generation index
        Index of the active item
         TYPE:
             int in [0, inf], default 0
    active_input_index
        Index of the active item
        TYPE:
             int in [0, inf], default 0
    active_main_index
        Index of the active item
        TYPE:
             int in [0, inf], default 0
    domain
        Geometry domain that is iterated over
        TYPE:
             enum in Attribute Domain Items, default 'POINT'
    generation items
        TYPE:
             NodeGeometryForeachGeometryElementGenerationItems bpy prop collection of
             ForeachGeometryElementGenerationItem, (readonly)
    input items
        TYPE:
             {\tt NodeGeometryForeachGeometryElementInputItems\ bpy\_prop\_collection\ of}
             ForeachGeometryElementInputItem, (readonly)
    inspection_index
        Iteration index that is used by inspection features like the viewer node or socket inspection
        TYPE:
             int in [-inf, inf], default 0
    main items
        TYPE:
             {\tt NodeGeometryForeachGeometryElementMainItems}\ \ {\tt bpy}\ \ {\tt prop}\ \ {\tt collection}\ \ {\tt of}
              ForeachGeometryElementMainItem, (readonly)
     classmethod is_registered_node_type()
```

```
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
• bpy struct.id data • Node.select
```

## **Inherited Properties**

**RETURNS:** 

- Node.type
- Node.location
- Node.location\_absolute Node.hide
- Node.width
- Node.height

- Node.show\_options
- Node.show\_preview
- Node.mute
- Node.show\_texture

• Node.dimensions • Node.bl idname • Node.name • Node.bl label • Node.label • Node.bl description • Node.inputs • Node.bl icon • Node.outputs • Node.bl static type • Node.internal links Node.bl width default • Node.parent • Node.bl width min • Node.warning\_propagation • Node.bl\_width\_max • Node.use custom color • Node.bl height default • Node.bl\_height\_min • Node.color • Node.color\_tag • 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
- 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
- GeometryNode.poll
- GeometryNode.bl\_rna\_get\_subclass
- GeometryNode.bl\_rna\_get\_subclass\_py

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