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NodeTreeInterfaceSocketString(NodeTreeInterfaceSocket)

base classes — bpy_struct, NodeTreeInterfaceItem, NodeTreeInterfaceSocket

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

String socket of a node

default value

Input value used for unconnected socket

TYPE:

string, default ", (never None)

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 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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