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NodeInputs(bpy_struct)

base class — `bpy_struct`

class `bpy.types.NodeInputs(bpy_struct)`

Collection of Node Sockets

new(`type`, `name`, *, `identifier=""`, `use_multi_input=False`)

Add a socket to this node

PARAMETERS:

- **type** (*string, (never None)*) – Type, Data type
- **name** (*string, (never None)*) – Name
- **identifier** (*string, (optional, never None)*) – Identifier, Unique socket identifier
- **use_multi_input** (*boolean, (optional)*) – Make the socket multi-input (valid for inputs only)

RETURNS:

New socket

RETURN TYPE:

`NodeSocket`

remove(`socket`)

Remove a socket from this node

PARAMETERS:

socket (`NodeSocket`) – The socket to remove

clear()

Remove all sockets from this node

move(`from_index`, `to_index`)

Move a socket to another position

PARAMETERS:

- **from_index** (*int in [0, inf]*) – From Index, Index of the socket to move
- **to_index** (*int in [0, inf]*) – To Index, Target index for the socket

classmethod `bl_ma_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_ma_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`

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`

References

- `Node.inputs`