NodeSocketFloatAngle(NodeSocketStandard)

base classes — `bpy_struct`, `NodeSocket`, `NodeSocketStandard`

class bpy.types.**NodeSocketFloatAngle(NodeSocketStandard)**

>Floating-point number socket of a node

>>**default_value**

>>>Input value used for unconnected socket

>>>**TYPE:**

>>>>float in [-inf, inf], default 0.0

>>**links**

>>>List of node links from or to this socket.

>>>**TYPE:**

>>>>`NodeLinks`

>>>>Note

>>>>Takes `O(len(nodetree.links))` time.

>>>(readonly)

>>**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`
- `NodeSocket.name`
- `NodeSocket.label`
- `NodeSocket.identifier`
- `NodeSocket.description`
- `NodeSocket.is_output`
- `NodeSocket.hide`
- `NodeSocket.enabled`
- `NodeSocket.show_expanded`
- `NodeSocket.hide_value`
- `NodeSocket.pin_gizmo`
- `NodeSocket.node`
- `NodeSocket.type`
- `NodeSocket.display_shape`
- `NodeSocket.bl_idname`

- NodeSocket.link_limit
- NodeSocket.is_linked
- NodeSocket.is_unavailable
- NodeSocket.is_multi_input
- NodeSocket.bl_label
- NodeSocket.bl_subtype_label
- NodeSocket.links
- NodeSocketStandard.links

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
- NodeSocket.draw
- NodeSocket.draw_color
- NodeSocket.draw_color_simple
- NodeSocket.bl_rna_get_subclass
- NodeSocket.bl_rna_get_subclass_py
- NodeSocketStandard.draw
- NodeSocketStandard.draw_color
- NodeSocketStandard.draw_color_simple
- NodeSocketStandard.bl_rna_get_subclass
- NodeSocketStandard.bl_rna_get_subclass_py