

# NodeGeometryForeachGeometryElementInputItems(bpy\_struct)

base class — `bpy_struct`

`class bpy.types.NodeGeometryForeachGeometryElementInputItems(bpy_struct)`

Collection of input items

`new(socket_type, name)`

Add an item at the end

**PARAMETERS:**

- `socket_type` (enum in [Node Socket Data Type Items](#)) – Socket Type, Socket type of the item
- `name` (*string, (never None)*) – Name

**RETURNS:**

Item, New item

**RETURN TYPE:**

`ForeachGeometryElementInputItem`

`remove(item)`

Remove an item

**PARAMETERS:**

`item` (`ForeachGeometryElementInputItem`, (never None)) – Item, The item to remove

`clear()`

Remove all items

`move(from_index, to_index)`

Move an item to another position

**PARAMETERS:**

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

`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`

## Inherited Functions

- |   |  |
|---|--|
| • <code>bpy_struct.as_pointer</code>                      | • <code>bpy_struct.items</code>                            |
| • <code>bpy_struct.driver_add</code>                      | • <code>bpy_struct.keyframe_delete</code>                  |
| • <code>bpy_struct.driver_remove</code>                   | • <code>bpy_struct.keyframe_insert</code>                  |
| • <code>bpy_struct.get</code>                             | • <code>bpy_struct.keys</code>                             |
| • <code>bpy_struct.id_properties_clear</code>             | • <code>bpy_struct.path_from_id</code>                     |
| • <code>bpy_struct.id_properties_ensure</code>            | • <code>bpy_struct.path_resolve</code>                     |
| • <code>bpy_struct.id_properties_ui</code>                | • <code>bpy_struct.pop</code>                              |
| • <code>bpy_struct.is_property_hidden</code>              | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code>                   |
| • <code>bpy_struct.is_property_readonly</code>            | • <code>bpy_struct.type_recast</code>                      |
| • <code>bpy_struct.is_property_set</code>                 | • <code>bpy_struct.values</code>                           |

## References

- `GeometryNodeForeachGeometryElementOutput.input_items`