NodeTreeInterfaceSocketVectorTranslation(NodeTreeInterfaceSoc

base classes — `bpy_struct`, `NodeTreeInterfaceItem`, `NodeTreeInterfaceSocket`

class bpy.types.**NodeTreeInterfaceSocketVectorTranslation(NodeTreeInterfaceSocket)**

> 3D vector socket of a node
>
> **default_value**
>
> > Input value used for unconnected socket
> >
> > **TYPE:**
> >
> > > `mathutils.Vector` of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)
>
> **max_value**
>
> > Maximum value
> >
> > **TYPE:**
> >
> > > float in [-inf, inf], default 0.0
>
> **min_value**
>
> > Minimum value
> >
> > **TYPE:**
> >
> > > float in [-inf, inf], default 0.0
>
> **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_`