# FunctionNodeValueToString(FunctionNode)

```
base classes — bpy_struct, Node, NodeInternal, FunctionNode
class bpy.types.FunctionNodeValueToString(FunctionNode)
     data type
        • FLOAT Float - Floating-point value.
        • INT Integer – 32-bit integer.
        TYPE:
             enum in ['FLOAT', 'INT'], default 'FLOAT'
    classmethod is_registered_node_type()
        True if a registered node type
        RETURNS:
             Result
        RETURN TYPE:
             boolean
    classmethod input template(index)
        Input socket template
        PARAMETERS:
             index (int in \lceil 0, inf \rceil) – Index
        RETURNS:
             result
        RETURN TYPE:
             NodeInternalSocketTemplate
    classmethod output_template(index)
        Output socket template
        PARAMETERS:
             index (int in \lceil 0, inf \rceil) – Index
        RETURNS:
             result
        RETURN TYPE:
             NodeInternalSocketTemplate
    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
```

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**PARAMETERS:** 

classmethod bl\_rna\_get\_subclass\_py(id, default=None)

### **RETURNS:**

The class or default when not found.

### RETURN TYPE:

type

# **Inherited Properties**

• bpy struct.id data

• Node.type

• Node.location

• Node.location\_absolute • Node.hide

• Node.width

Node.height

• Node.dimensions

• Node.name

• Node.label

Node.inputs

• Node.outputs

Node.internal\_linksNode.bl\_width\_defaultNode.parentNode.bl width min

• Node.warning propagation • Node.bl width max

• Node.color

• Node.select

• Node.show\_options

Node.show preview

• Node.mute

Node.show texture

• Node.bl idname

• Node.bl label

Node.bl\_description

• Node.bl icon

• Node.bl static type

• Node.bl width min

• Node.use\_custom\_color • Node.bl\_height\_default

• Node.bl\_height\_min

• Node.color\_tag • Node.bl height max

## **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 • Node.draw\_buttons\_ext

• 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 • NodeInternal.draw buttons

• Node.poll

• Node.poll instance

• Node.update

• Node.insert link

• Node.init

• Node.copy

• Node.free

• Node.draw\_buttons

• Node.draw label

• Node.debug\_zone\_body\_lazy\_function\_graph

• Node.debug\_zone\_lazy\_function\_graph

• Node.poll

• Node.bl rna get subclass

• Node.bl\_rna\_get\_subclass\_py

• NodeInternal.poll

• NodeInternal.poll instance

• NodeInternal.update

- bpy\_struct.property\_unset
- bpy\_struct.type\_recast
- bpy\_struct.values

Previous

- Node.socket\_value\_update
- Node.is\_registered\_node\_type

- NodeInternal.draw\_buttons\_ext
- NodeInternal.bl rna get subclass
- NodeInternal.bl\_rna\_get\_subclass\_py
- FunctionNode.bl\_rna\_get\_subclass
- FunctionNode.bl\_rna\_get\_subclass\_py

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