

NodeGeometrySimulationOutputItems(bpy_struct)

base class — `bpy_struct`

class `bpy.types.NodeGeometrySimulationOutputItems(bpy_struct)`

Collection of simulation 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:

`SimulationStateItem`

remove(item)

Remove an item

PARAMETERS:

item (`SimulationStateItem`, (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

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- `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

- `GeometryNodeSimulationOutput.state_items`