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# ShaderNodeOutputLineStyle(ShaderNode)

base classes — [bpy\\_struct](#), [Node](#), [NodeInternal](#), [ShaderNode](#)

**class** `bpy.types.ShaderNodeOutputLineStyle(ShaderNode)`

**blend\_type**

**TYPE:**

enum in [Ramp Blend Items](#), default ‘MIX’

**is\_active\_output**

True if this node is used as the active output

**TYPE:**

boolean, default False

**target**

Which renderer and viewport shading types to use the shaders for

- `ALL` All – Use shaders for all renderers and viewports, unless there exists a more specific output.
- `EEVEE` EEVEE – Use shaders for EEVEE renderer.
- `CYCLES` Cycles – Use shaders for Cycles renderer.

**TYPE:**

enum in [‘ALL’, ‘EEVEE’, ‘CYCLES’], default ‘ALL’

**use\_alpha**

Include alpha of second input in this operation

**TYPE:**

boolean, default False

**use\_clamp**

Clamp result of the node to 0.0 to 1.0 range

**TYPE:**

boolean, default False

**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 [0, inf]) – Index

**RETURNS:**

result

**RETURN TYPE:**

[NodeInternalSocketTemplate](#)

`NodeInternalSocketTemplate`

**classmethod** `output_template(index)`

Output socket template

**PARAMETERS:**

**index** (*int in  $[0, inf]$* ) – Index

**RETURNS:**

result

**RETURN TYPE:**

`NodeInternalSocketTemplate`

**classmethod** `bl_ma_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_ma_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`
- `Node.type`
- `Node.location`
- `Node.location_absolute`
- `Node.width`
- `Node.height`
- `Node.dimensions`
- `Node.name`
- `Node.label`
- `Node.inputs`
- `Node.outputs`
- `Node.internal_links`
- `Node.parent`
- `Node.warning_propagation`
- `Node.use_custom_color`
- `Node.color`
- `Node.color_tag`
- `Node.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `Node.mute`
- `Node.show_texture`
- `Node.bl_idname`
- `Node.bl_label`
- `Node.bl_description`
- `Node.bl_icon`
- `Node.bl_static_type`
- `Node.bl_width_default`
- `Node.bl_width_min`
- `Node.bl_width_max`
- `Node.bl_height_default`
- `Node.bl_height_min`
- `Node.bl_height_max`

## Inherited Functions

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- `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`
- `Node.socket_value_update`
- `Node.is_registered_node_type`
- `Node.poll`
- `Node.poll_instance`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`
- `Node.free`
- `Node.draw_buttons`
- `Node.draw_buttons_ext`
- `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`
- `NodeInternal.draw_buttons`
- `NodeInternal.draw_buttons_ext`
- `NodeInternal.bl_rna_get_subclass`
- `NodeInternal.bl_rna_get_subclass_py`
- `ShaderNode.poll`
- `ShaderNode.bl_rna_get_subclass`
- `ShaderNode.bl_rna_get_subclass_py`