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# GeometryNodeInputCollection(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeInputCollection(GeometryNode)
    Output a single collection
    collection
        TYPE:
             Collection
    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
    class method output template(index)
        Output socket template
        PARAMETERS:
             index (int in [0, inf]) – 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
    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
- 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 links
- Node.parent
- Node.warning\_propagation Node.bl\_width\_max
- Node.use custom color Node.bl height default
- Node.color
- Node.color tag

- 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 default
  - Node.bl width min

  - Node.bl height min
- 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
- 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

- 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

- bpy\_struct.type\_recast
- bpy\_struct.values
- Node.socket\_value\_update
- Node.is\_registered\_node\_type
- Node.poll

- NodeInternal.bl\_rna\_get\_subclass\_py
- GeometryNode.poll
- GeometryNode.bl\_rna\_get\_subclass
- GeometryNode.bl\_rna\_get\_subclass\_py

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