Table of Contents

Table of Contents	1
FunctionNodeAxesToRotation(FunctionNode)	3
Inherited Properties	4
Inherited Functions	4
GeometryNodeCurveToPoints(GeometryNode)	78
Inherited Properties	79
Inherited Functions	79
GeometryNodeCustomGroup(GeometryNode)	81
Inherited Properties	81
Inherited Functions	82
GeometryNodeDeformCurvesOnSurface(GeometryNode)	83
Inherited Properties	84
Inherited Functions	84
GeometryNodeDeleteGeometry(GeometryNode)	86
Inherited Properties Inherited Functions	87 87
	89
GeometryNodeDistributePointsInGrid(GeometryNode) Inherited Properties	90
Inherited Functions	90
GeometryNodeDistributePointsInVolume(GeometryNode)	92
Inherited Properties	93
Inherited Functions	93
GeometryNodeDistributePointsOnFaces(GeometryNode)	95
Inherited Properties	96
Inherited Functions	96
GeometryNodeDualMesh(GeometryNode)	98
Inherited Properties	99
Inherited Functions	99
GeometryNodeDuplicateElements(GeometryNode)	101
Inherited Properties	102
Inherited Functions	102
GeometryNodeEdgePathsToCurves(GeometryNode)	104
Inherited Properties	105
Inherited Functions	105
GeometryNodeEdgePathsToSelection(GeometryNode)	107
Inherited Properties Inherited Functions	108
	108 110
GeometryNodeEdgesOfCorner(GeometryNode)	110
Inherited Properties Inherited Functions	111
GeometryNodeEdgesOfVertex(GeometryNode)	113
Inherited Properties	114
Inherited Functions	114
GeometryNodeEdgesToFaceGroups(GeometryNode)	116
Inherited Properties	117
Inherited Functions	117
GeometryNodeExtrudeMesh(GeometryNode)	119
Inherited Properties	120
Inherited Functions	120
GeometryNodeFaceOfCorner(GeometryNode)	122
Inherited Properties	123
Inherited Functions	123
GeometryNodeFieldAtIndex(GeometryNode)	125
Inherited Properties	126
Inherited Functions	126
GeometryNodeFieldOnDomain(GeometryNode)	128
Inherited Properties	129
Inherited Functions	129

GeometryNodeFillCurve(GeometryNode)	131
Inherited Properties	132
Inherited Functions	132
GeometryNodeFilletCurve(GeometryNode)	134
Inherited Properties	135
Inherited Functions	135
GeometryNodeFlipFaces(GeometryNode)	137
Inherited Properties	138
Inherited Functions	138
GeometryNodeForeachGeometryElementInput(GeometryNode)	140
Inherited Properties	141
Inherited Functions	141
GeometryNodeForeachGeometryElementOutput(GeometryNode)	143
Inherited Properties	144
Inherited Functions	145
GeometryNodeGeometryToInstance(GeometryNode)	146
Inherited Properties	147
Inherited Functions	147
GeometryNodeGetNamedGrid(GeometryNode)	149
Inherited Properties	150
Inherited Functions	150
GeometryNodeGizmoDial(GeometryNode)	152
Inherited Properties	153
Inherited Functions	153
GeometryNodeGizmoLinear(GeometryNode)	155
Inherited Properties	156
Inherited Functions	156

FunctionNodeAxesToRotation(FunctionNode)

```
base\ classes -- \ \texttt{bpy\_struct}, \ \texttt{Node}, \ \texttt{NodeInternal}, \ \texttt{FunctionNode}
```

class bpy.types.FunctionNodeAxesToRotation(FunctionNode)

Create a rotation from a primary and (ideally orthogonal) secondary axis

primary axis

Axis that is aligned exactly to the provided primary direction

TYPE:

```
enum in ['X', 'Y', 'Z'], default 'X'
```

secondary_axis

Axis that is aligned as well as possible given the alignment of the primary axis

TYPE:

```
enum in ['X', 'Y', 'Z'], default 'X'
```

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:

 ${\tt NodeInternalSocketTemplate}$

classmethod 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 • 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

• 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

- bpy struct.keys
- bpy struct.path from id
- bpy_struct.path_resolve
- bpy_struct.pop
- bpy struct.property overridable library set NodeInternal.draw buttons
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy struct.values
- Node.socket_value_update
- Node.is registered node type

- Node.bl rna get subclass py
- NodeInternal.poll
- NodeInternal.poll_instance
- NodeInternal.update
- 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

Previous FunctionNodeAlignRotationToVector(FunctionNode) Report issue on this page

Copyright © Blender Authors Made with Furo

FunctionNodeAxisAngleToRotation(FunctionNoc

GeometryNodeCurveToPoints(GeometryNode)

base classes — bpy_struct, Node, NodeInternal, GeometryNode

class bpy.types.GeometryNodeCurveToPoints(GeometryNode)

Generate a point cloud by sampling positions along curves

mode

How to generate points from the input curve

- EVALUATED Evaluated Create points from the curve's evaluated points, based on the resolution attribute for NURBS and Bézier splines.
- COUNT Count Sample each spline by evenly distributing the specified number of points.
- LENGTH Length Sample each spline by splitting it into segments with the specified length.

TYPE:

```
enum in ['EVALUATED', 'COUNT', 'LENGTH'], default 'COUNT'
```

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:

 ${\tt NodeInternalSocketTemplate}$

classmethod 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.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.use custom color Node.bl height default
 - Node.bl height min
 - Node.bl height max

- 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
- hnw struct kews

- 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

- ppy_perace.veyp

- 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

- 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl rna get subclass py

Previous GeometryNodeCurveToMesh(GeometryNode) Copyright © Blender Authors

Made with Furo

GeometryNodeCurvesToGreasePencil(

No

Report issue on this page

GeometryNodeCustomGroup(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

class bpy.types.GeometryNodeCustomGroup(GeometryNode)

Custom Geometry Group Node for Python nodes

node tree

TYPE:

NodeTree

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.select
- 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.bl height max

- 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

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
- 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl_rna_get_subclass_py

Previous
GeometryNodeCurvesToGreasePencil(GeometryNode)

Copyright © Blender Authors

Made with Furo

GeometryNodeDeformCurvesOnSurface(GeometryNoc

No

Report issue on this page

GeometryNodeDeformCurvesOnSurface(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

class bpy.types.GeometryNodeDeformCurvesOnSurface(GeometryNode)

Translate and rotate curves based on changes between the object's original and evaluated surface mesh

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

classmethod 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:

tyne

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous
GeometryNodeCustomGroup(GeometryNode)
Report issue on this page

Copyright © Blender Authors Made with Furo No GeometryNodeDeleteGeometry(GeometryNodeDeleteGeometry)

GeometryNodeDeleteGeometry(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

class bpy.types.GeometryNodeDeleteGeometry(GeometryNode)

Remove selected elements of a geometry

domain

Which domain to delete in

TYPE:

enum in Attribute Domain Without Corner Items, default 'POINT'

mode

Which parts of the mesh component to delete

TYPE:

enum in ['ALL', 'EDGE_FACE', 'ONLY_FACE'], default 'ALL'

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:

 ${\tt NodeInternalSocketTemplate}$

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

- 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

- 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

- 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.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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl rna get subclass py

Previous
GeometryNodeDeformCurvesOnSurface(GeometryNode)

Report issue on this page

Copyright © Blender Authors

Made with Furo

GeometryNodeDistributePointsInGrid(GeometryNodeDist

GeometryNodeDistributePointsInGrid(GeometryNode)

base classes — bpy_struct, Node, NodeInternal, GeometryNode

class bpy.types.GeometryNodeDistributePointsInGrid(GeometryNode)

Generate points inside a volume grid

mode

Method to use for scattering points

- DENSITY RANDOM Random Distribute points randomly inside of the volume.
- DENSITY_GRID Grid Distribute the points in a grid pattern inside of the volume.

TYPE:

enum in ['DENSITY RANDOM', 'DENSITY GRID'], default 'DENSITY RANDOM'

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

class method output template(index)

Output socket template

PARAMETERS:

index (int in $\lceil 0, inf \rceil$) – Index

RETURNS:

result

RETURN TYPE:

 ${\tt NodeInternalSocketTemplate}$

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

•	bpv	struct.id	data
		octuce.ta	uata

- Node.type Node.location
- Node.location_absolute Node.hide
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.parent
- Node.warning propagation Node.bl width max
- Node.use_custom_color Node.bl_height_default
- 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.internal_links Node.bl_width_default
 - Node.bl width min

 - Node.bl height min
- Node.color tag Node.bl height max

- 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

- 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

- ppy struct.patn 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

- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw buttons ext
- NodeInternal.bl rna get subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl rna get subclass py

No GeometryNodeDistributePointsInVolume(GeometryNoc

Previous GeometryNodeDeleteGeometry(GeometryNode) Copyright © Blender Authors

Made with Furo

GeometryNodeDeleteGeometry(GeometryNode Report issue on this page

GeometryNodeDistributePointsInVolume(GeometryNode)

base classes — bpy_struct, Node, NodeInternal, GeometryNode

class bpy.types.GeometryNodeDistributePointsInVolume(GeometryNode)

Generate points inside a volume

mode

Method to use for scattering points

- DENSITY RANDOM Random Distribute points randomly inside of the volume.
- DENSITY_GRID Grid Distribute the points in a grid pattern inside of the volume.

TYPE:

enum in ['DENSITY RANDOM', 'DENSITY GRID'], default 'DENSITY RANDOM'

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:

 ${\tt NodeInternalSocketTemplate}$

class method 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

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

•	bpv	struct.id	data
		octuce.ta	uata

- Node.type Node.location
- Node.location_absolute Node.hide
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.parent
- Node.warning propagation Node.bl width max
- Node.use_custom_color Node.bl_height_default
- 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.internal_links Node.bl_width_default
 - Node.bl width min

 - Node.bl height min
- Node.color tag Node.bl height max

- 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

- 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

- ppy struct.patn 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

- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw buttons ext
- NodeInternal.bl rna get subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl rna get subclass py

Previous

GeometryNodeDistributePointsInGrid(GeometryNode)

Made

Report issue on this page

Copyright © Blender Authors

Made with Furo

Geometry Node Distribute Points On Faces (Geometry Noce 1997) and the property of the proper

N

GeometryNodeDistributePointsOnFaces(GeometryNode)

base classes — bpy_struct, Node, NodeInternal, GeometryNode

class bpy.types.GeometryNodeDistributePointsOnFaces(GeometryNode)

Generate points spread out on the surface of a mesh

distribute method

Method to use for scattering points

- RANDOM Random Distribute points randomly on the surface.
- POISSON Poisson Disk Distribute the points randomly on the surface while taking a minimum distance between points into account.

TYPE:

enum in ['RANDOM', 'POISSON'], default 'RANDOM'

use_legacy_normal

Output the normal and rotation values that have been output before the node started taking smooth normals into account

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

classmethod output_template(index)

Output socket template

PARAMETERS:

index (int in [0, inf]) – Index

RETURNS:

result

RETURN TYPE:

 ${\tt NodeInternalSocketTemplate}$

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

•	<pre>bpy_struct.id_data</pre>	Node.select
•	Node.type	Node.show_options
•	Node.location	Node.show_preview
•	Node.location_absolute	Node.hide
•	Node.width	Node.mute
•	Node.height	Node.show_texture
•	Node.dimensions	Node.bl_idname
•	Node.name	Node.bl_label
•	Node.label	Node.bl_description
•	Node.inputs	Node.bl_icon
•	Node.outputs	Node.bl_static_type
•	Node.internal_links	Node.bl_width_default
•	Node.parent	Node.bl_width_min
•	Node.warning_propagation	Node.bl_width_max
•	Node.use_custom_color	Node.bl_height_default

• Node.bl_height_min

• Node.bl_height_max

Inherited Functions

• Node.color

• Node.color_tag

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	$. \verb is_property_overridable_library \\$
bpy_struct	.is_property_readonly
boy struct	is property set

- 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

- ppy 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
- 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl_rna_get_subclass_py

Previous GeometryNodeDistributePointsInVolume(GeometryNode)

Copyright © Blender Authors Made with Furo

GeometryNodeDualMesh(GeometryNoc

N

Report issue on this page

GeometryNodeDualMesh(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeDualMesh(GeometryNode)
    Convert Faces into vertices and vertices into faces
    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:
             {\tt NodeInternalSocketTemplate}
    classmethod 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.
```

RETURN TYPE:

The class or default when not found.

tyne

RETURNS:

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous GeometryNodeDistributePointsOnFaces(GeometryNode) Report issue on this page Copyright © Blender Authors Made with Furo No GeometryNodeDuplicateElements(Geo

```
Skip to content
GeometryNodeDuplicateElements(GeometryNode)
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeDuplicateElements(GeometryNode)
    Generate an arbitrary number copies of each selected input element
    domain
        Which domain to duplicate
        TYPE:
            enum in ['POINT', 'EDGE', 'FACE', 'SPLINE', 'LAYER', 'INSTANCE'], default 'POINT'
    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

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.parent
- Node.warning_propagation Node.bl_width_max
- 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.internal_links Node.bl_width_default
 - Node.bl width min
- Node.use_custom_color Node.bl_height_default
 - Node.bl height min
 - Node.bl height max

- 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

- 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

- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- Node.socket_value_update
- Node.is_registered_node_type
- Node.poll

- NodeInternal.draw_buttons_ext
- NodeInternal.bl_rna_get_subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl_rna_get_subclass_py

Previous GeometryNodeDualMesh(GeometryNode)

Report issue on this page

Copyright © Blender Authors Made with Furo

GeometryNodeEdgePathsToCurves(GeometryNoc

GeometryNodeEdgePathsToCurves(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

```
class bpy.types.GeometryNodeEdgePathsToCurves(GeometryNode)
```

Output curves following paths across mesh edges

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 [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:

tyne

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous GeometryNodeDuplicateElements(GeometryNode) Report issue on this page Copyright © Blender Authors

Made with Furo

 $N \epsilon \\$ GeometryNodeEdgePathsToSelection(GeometryNodeEdgePathsToS

GeometryNodeEdgePathsToSelection(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

```
class bpy.types.GeometryNodeEdgePathsToSelection(GeometryNode)
```

Output a selection of edges by following paths across mesh edges

```
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 [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:

tyne

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous GeometryNodeEdgePathsToCurves(GeometryNode) Report issue on this page Copyright © Blender Authors Made with Furo $\label{eq:controller} N \epsilon \\$ GeometryNodeEdgesOfCorner(GeometryNodeEdgesOfCorne(GeometryNodeEdgesOfCorne(GeometryNodeEdgesOfCorne(GeometryNodeEdge

```
Skip to content
GeometryNodeEdgesOfCorner(GeometryNode)
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeEdgesOfCorner(GeometryNode)
    Retrieve the edges on both sides of a face corner
    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
    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:

tyne

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous GeometryNodeEdgePathsToSelection(GeometryNode) Report issue on this page Copyright © Blender Authors

Made with Furo

No GeometryNodeEdgesOfVertex(GeometryNodeEdg

GeometryNodeEdgesOfVertex(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

```
class bpy.types.GeometryNodeEdgesOfVertex(GeometryNode)
```

Retrieve the edges connected to each vertex

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

classmethod 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:

tvne

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous GeometryNodeEdgesOfCorner(GeometryNode) Report issue on this page Copyright © Blender Authors Made with Furo $N \epsilon \\$ GeometryNodeEdgesToFaceGroups(GeometryNoc

GeometryNodeEdgesToFaceGroups(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

```
class bpy.types.GeometryNodeEdgesToFaceGroups(GeometryNode)
```

Group faces into regions surrounded by the selected boundary edges

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 [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:

tyne

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous GeometryNodeEdgesOfVertex(GeometryNode) Report issue on this page Copyright © Blender Authors Made with Furo No GeometryNodeExtrudeMesh(GeometryNode

Skip to content

GeometryNodeExtrudeMesh(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

```
class bpy.types.GeometryNodeExtrudeMesh(GeometryNode)
```

Generate new vertices, edges, or faces from selected elements and move them based on an offset while keeping them connected by their boundary

```
mode
```

TYPE:

enum in ['VERTICES', 'EDGES', 'FACES'], default 'FACES'

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

- 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

 $\label{lem:constraint} Previous\\ GeometryNodeEdgesToFaceGroups(GeometryNode)$

Report issue on this page

Copyright © Blender Authors Made with Furo GeometryNodeFaceOfCorner(GeometryNod

No

Skip to content

GeometryNodeFaceOfCorner(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

class bpy.types.GeometryNodeFaceOfCorner(GeometryNode)

Retrieve the face each face corner is part of

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

classmethod 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:

tvne

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous GeometryNodeExtrudeMesh(GeometryNode) Report issue on this page Copyright © Blender Authors

Made with Furo

No GeometryNodeFieldAtIndex(GeometryNodeFieldA

Skip to content

GeometryNodeFieldAtIndex(GeometryNode)

base classes — bpy_struct, Node, NodeInternal, GeometryNode ${\bf class}\ bpy.types. {\bf Geometry Node Field At Index (Geometry Node)}$ Retrieve data of other elements in the context's geometry data_type TYPE: enum in Attribute Type Items, default 'FLOAT' domain Domain the field is evaluated in TYPE: enum in Attribute Domain Items, default 'POINT' 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 classmethod 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:

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 	struct.id dat	а
--	---------------	---

• 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

- 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

- 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

- 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

- NodeInternal.poll instance
- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw_buttons_ext
- NodeInternal.bl rna get subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl rna get subclass py

Previous
GeometryNodeFaceOfCorner(GeometryNode)

Report issue on this page

Copyright © Blender Authors

Made with Furo

GeometryNodeFieldOnDomain(GeometryNodeFieldO

No

Skip to content

GeometryNodeFieldOnDomain(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeFieldOnDomain(GeometryNode)
    Retrieve values from a field on a different domain besides the domain from the context
    data type
        TYPE:
             enum in Attribute Type Items, default 'FLOAT'
    domain
        Domain the field is evaluated in
        TYPE:
             enum in Attribute Domain Items, default 'POINT'
    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
    classmethod 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:
```

RETURNS:

The RNA type or default when not found.

id (str) – The RNA type identifier.

RETURN TYPE:

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 	struct.id dat	а
--	---------------	---

• 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

- 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

- 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

- 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

- NodeInternal.poll instance
- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw_buttons_ext
- NodeInternal.bl rna get subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl rna get subclass py

Previous GeometryNodeFieldAtIndex(GeometryNode)

Report issue on this page

Copyright © Blender Authors

Made with Furo

No GeometryNodeFillCurve(GeometryNodeFillCurve)

Skip to content

GeometryNodeFillCurve(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeFillCurve(GeometryNode)
    Generate a mesh on the XY plane with faces on the inside of input curves
    mode
        TYPE:
             enum in ['TRIANGLES', 'NGONS'], default 'TRIANGLES'
    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

- 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

Previous GeometryNodeFieldOnDomain(GeometryNode)

Report issue on this page

Copyright © Blender Authors Made with Furo GeometryNodeFilletCurve(GeometryNoc

Skip to content

GeometryNodeFilletCurve(GeometryNode)

base classes — bpy_struct, Node, NodeInternal, GeometryNode

class bpy.types.GeometryNodeFilletCurve(GeometryNode)

Round corners by generating circular arcs on each control point

mode

How to choose number of vertices on fillet

- BEZIER Bézier Align Bézier handles to create circular arcs at each control point.
- POLY Poly Add control points along a circular arc (handle type is vector if Bézier Spline).

TYPE:

```
enum in ['BEZIER', 'POLY'], default 'BEZIER'
```

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:

 ${\tt NodeInternalSocketTemplate}$

class method 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
```

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.warning propagation Node.bl width max
- Node.use_custom_color Node.bl_height_default
- 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.internal_linksNode.bl_width_defaultNode.parentNode.bl_width_min

 - Node.bl height min
- Node.color tag Node.bl height max

- 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

- 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

- ppy struct.patn 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

- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw buttons ext
- NodeInternal.bl_rna_get_subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl rna get subclass py

Previous GeometryNodeFillCurve(GeometryNode) Copyright © Blender Authors

Made with Furo

GeometryNodeFlipFaces(GeometryNoc

Report issue on this page

Skip to content

GeometryNodeFlipFaces(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

class bpy.types.GeometryNodeFlipFaces(GeometryNode)

Reverse the order of the vertices and edges of selected faces, flipping their normal direction

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

classmethod 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:

tvne

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous GeometryNodeFilletCurve(GeometryNode) Report issue on this page Copyright © Blender Authors

Made with Furo

GeometryNodeForeachGeometryElementInput(GeometryNoc

No

GeometryNodeForeachGeometryElementInput(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeForeachGeometryElementInput(GeometryNode)
    paired output
        Zone output node that this input node is paired with
        TYPE:
             Node, (readonly)
    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
    classmethod output_template(index)
        Output socket template
        PARAMETERS:
             index (int in [0, inf]) – Index
        RETURNS:
             result
        RETURN TYPE:
             NodeInternalSocketTemplate
    pair_with_output(output_node)
        Pair a zone input node with an output node.
        PARAMETERS:
             output_node (GeometryNode) - Output Node, Zone output node to pair with
             Result, True if pairing the node was successful
        RETURN TYPE:
             boolean
```

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.parent
- Node.warning_propagation Node.bl_width_max
- Node.color
- Node.color tag
 Node.bl height max

- 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.internal_links Node.bl_width_default
 - Node.bl width min
- Node.use_custom_color Node.bl_height_default
 - Node.bl_height_min

- 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

- 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

- 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.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
- GeometryNode.poll
- GeometryNode.bl rna get subclass
- GeometryNode.bl rna get subclass py

Previous GeometryNodeFlipFaces(GeometryNode)

Copyright © Blender Authors

Made with Furo

GeometryNodeForeachGeometryElementOutput(GeometryNoc

Report issue on this page

True if a registered node type

GeometryNodeForeachGeometryElementOutput(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class\ bpy.types. Geometry Node For each Geometry Element Output (Geometry Node)
     active generation index
        Index of the active item
         TYPE:
             int in [0, inf], default 0
    active_input_index
        Index of the active item
        TYPE:
             int in [0, inf], default 0
    active_main_index
        Index of the active item
        TYPE:
             int in [0, inf], default 0
    domain
        Geometry domain that is iterated over
        TYPE:
             enum in Attribute Domain Items, default 'POINT'
    generation items
        TYPE:
             NodeGeometryForeachGeometryElementGenerationItems bpy prop collection of
             ForeachGeometryElementGenerationItem, (readonly)
    input items
        TYPE:
             {\tt NodeGeometryForeachGeometryElementInputItems\ bpy\_prop\_collection\ of}
             ForeachGeometryElementInputItem, (readonly)
    inspection_index
        Iteration index that is used by inspection features like the viewer node or socket inspection
        TYPE:
             int in [-inf, inf], default 0
    main items
        TYPE:
             {\tt NodeGeometryForeachGeometryElementMainItems}\ \ {\tt bpy}\ \ {\tt prop}\ \ {\tt collection}\ \ {\tt of}
              ForeachGeometryElementMainItem, (readonly)
     classmethod is_registered_node_type()
```

```
Result
   RETURN TYPE:
        boolean
class method input template (index)
   Input socket template
   PARAMETERS:
        index (int in [0, inf]) – Index
   RETURNS:
        result
   RETURN TYPE:
        NodeInternalSocketTemplate
classmethod 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

• Node.height

RETURNS:

• bpy struct.id data • Node.select • Node.type • Node.show_options • Node.location • Node.show_preview • Node.location_absolute • Node.hide • Node.width • Node.mute

• Node.show_texture

• Node.dimensions • Node.bl idname • Node.name • Node.bl label • Node.label • Node.bl description • Node.inputs • Node.bl icon • Node.outputs • Node.bl static type • Node.internal links Node.bl width default • Node.parent • Node.bl width min • Node.warning_propagation • Node.bl_width_max • Node.use custom color • Node.bl height default • Node.bl_height_min • Node.color • 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
- 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl_rna_get_subclass_py

Previous GeometryNodeForeachGeometryElementInput(GeometryNode)

Copyright © Blender Authors GeometryNodeGeometryToInstance(GeometryNodeMade with Furo

GeometryNodeGeometryToInstance(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

```
class bpy.types.GeometryNodeGeometryToInstance(GeometryNode)
```

Convert each input geometry into an instance, which can be much faster than the Join Geometry node when the inputs are large

```
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

classmethod 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:

tyne

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

- 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 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
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass

• Node.poll

Previous
GeometryNodeForeachGeometryElementOutput(GeometryNode)
Report issue on this page

Copyright © Blender Authors

Made with Furo

GeometryNodeGetNamedGrid(GeometryNoc

 N_{ℓ}

Skip to content

GeometryNodeGetNamedGrid(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeGetNamedGrid(GeometryNode)
    Get volume grid from a volume geometry with the specified name
    data type
        Type of grid data
        TYPE:
            enum in Node Socket Data Type Items, 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 [0, inf]) – 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.parent
- Node.warning_propagation Node.bl_width_max
- 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.internal_links Node.bl_width_default
 - Node.bl width min
- Node.use_custom_color Node.bl_height_default
 - Node.bl height min
 - Node.bl height max

- 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

- 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

- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- Node.socket_value_update
- Node.is_registered_node_type
- Node.poll

- NodeInternal.draw_buttons_ext
- NodeInternal.bl_rna_get_subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl_rna_get_subclass_py

Previous Copyright © Blender Authors
GeometryNodeGeometryToInstance(GeometryNode) Made with Furo
Report issue on this page

No GeometryNodeGizmoDial(GeometryNodeGizmoDia)(GeometryNodeGizmoDial(GeometryNodeGizmoDial(GeometryNodeGizmoDi

Skip to content

GeometryNodeGizmoDial(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeGizmoDial(GeometryNode)
    Show a dial gizmo in the viewport for a value
    color id
        TYPE:
             enum in Geometry Nodes Gizmo Color Items, default 'PRIMARY'
    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

- 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

- \bullet 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

 $\label{lem:constraint} Previous \\ GeometryNodeGetNamedGrid(GeometryNode)$

Report issue on this page

Copyright © Blender Authors

Made with Furo

GeometryNodeGizmoLinear(GeometryNoc

Skip to content

GeometryNodeGizmoLinear(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
class bpy.types.GeometryNodeGizmoLinear(GeometryNode)
    Show a linear gizmo in the viewport for a value
    color id
        TYPE:
             enum in Geometry Nodes Gizmo Color Items, default 'PRIMARY'
    draw_style
        TYPE:
             enum in Geometry Nodes Linear Gizmo Draw Style Items, default 'ARROW'
    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 \lceil 0, inf \rceil) – Index
        RETURNS:
             result
        RETURN TYPE:
             {\tt 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.location

• Node.location absolute • Node.hide

• Node.width

• Node.type

• 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.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.use_custom_color • Node.bl_height_default

• Node.bl height min

Node.bl height max

- 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
- how struct math resolve

- 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

- ppy_scruce.pach_reserve

- 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

- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw_buttons_ext
- NodeInternal.bl rna get subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl rna get subclass py

Previous GeometryNodeGizmoDial(GeometryNode)

Report issue on this page

Copyright © Blender Authors

Made with Furo

GeometryNodeGizmoTransform(GeometryNodeGizmoTran