

SimulationZoneViewerPathElem(ViewerPathElem)

base classes — `bpy_struct`, `ViewerPathElem`

class `bpy.types.SimulationZoneViewerPathElem(ViewerPathElem)`

sim_output_node_id

TYPE:

`int` in `[-inf, inf]`, default `0`

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`
- `ViewerPathElem.type`
- `ViewerPathElem.ui_name`

Inherited Functions

- | | |
|---|--|
| <code>bpy_struct.as_pointer</code> | <code>bpy_struct.keyframe_delete</code> |
| <code>bpy_struct.driver_add</code> | <code>bpy_struct.keyframe_insert</code> |
| <code>bpy_struct.driver_remove</code> | <code>bpy_struct.keys</code> |
| <code>bpy_struct.get</code> | <code>bpy_struct.path_from_id</code> |
| <code>bpy_struct.id_properties_clear</code> | <code>bpy_struct.path_resolve</code> |
| <code>bpy_struct.id_properties_ensure</code> | <code>bpy_struct.pop</code> |
| <code>bpy_struct.id_properties_ui</code> | <code>bpy_struct.property_overridable_library_set</code> |
| <code>bpy_struct.is_property_hidden</code> | <code>bpy_struct.property_unset</code> |
| <code>bpy_struct.is_property_overridable_library</code> | <code>bpy_struct.type_recast</code> |
| <code>bpy_struct.is_property_readonly</code> | <code>bpy_struct.values</code> |
| <code>bpy_struct.is_property_set</code> | <code>ViewerPathElem.bl_rna_get_subclass</code> |
| <code>bpy_struct.items</code> | <code>ViewerPathElem.bl_rna_get_subclass_py</code> |

