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# NodeSocketCollection(NodeSocketStandard)

```
base classes — bpy_struct, NodeSocket, NodeSocketStandard

class bpy.types.NodeSocketCollection(NodeSocketStandard)

Collection socket of a node
```

# default value

Input value used for unconnected socket

#### TYPE:

Collection

#### links

List of node links from or to this socket.

#### TYPE:

NodeLinks

Note

Takes O(len(nodetree.links)) time.

(readonly)

#### 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:**

 $\verb|bpy.types.Struct| subclass|$ 

#### 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
- NodeSocket.name
- NodeSocket.label
- NodeSocket.identifier
- NodeSocket.description
- NodeSocket.is\_output
- NodeSocket.hide
- NodeSocket.enabled

- NodeSocket.show\_expanded
- NodeSocket.hide\_value
- NodeSocket.pin\_gizmo
- NodeSocket.node
- NodeSocket.type
- NodeSocket.display\_shape
- NodeSocket.bl\_idname

- NodeSocket.link limit
- NodeSocket.is linked
- NodeSocket.is\_unavailable
- NodeSocket.is multi input
- NodeSocket.bl label
- NodeSocket.bl subtype label
- NodeSocket.links
- NodeSocketStandard.links

# **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 NodeSocket.draw color simple
- 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
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- bpy\_struct.type\_recast
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