NodeGeometryForeachGeometryElementMainItems(bpy_struct)

base class — `bpy_struct`

class bpy.types.**NodeGeometryForeachGeometryElementMainItems(bpy_struct)**

Collection of main items

new(socket_type, name)

Add an item at the end

PARAMETERS:

- **socket_type** (*enum in* Node Socket Data Type Items) – Socket Type, Socket type of the item
- **name** (*string, (never None)*) – Name

RETURNS:

Item, New item

RETURN TYPE:

`ForeachGeometryElementMainItem`

remove(item)

Remove an item

PARAMETERS:

item (`ForeachGeometryElementMainItem`, (never None)) – Item, The item to remove

clear()

Remove all items

move(from_index, to_index)

Move an item to another position

PARAMETERS:

- **from_index** (*int in [0, inf]*) – From Index, Index of the item to move
- **to_index** (*int in [0, inf]*) – To Index, Target index for the item

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

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- bpy_struct.id_data

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

References

- GeometryNodeForeachGeometryElementOutput.main_items