UI Node Properties and Methods

Each node of the UI tree structure has a set of static and dynamic properties.

Static Node Properties

The static properties are set during design time and do not mutate during runtime, with the exception of the "visible" property.

Property	Type	Description
name	string	The name of the node
type	"folder", "component", "print", "decal", "group"	The node type. See the "[UI Node Types](#)" section for more information.
subtype	"text", "graphic", "group-merge", "group-select"	A subtype applied to any node of type "decal"
optional	boolean	Can the node be toggled on and off?
visible *	boolean	Is the node currently visible in the UI?
props	object	List of available dynamic properties
available	array	A list of child nodes
parent	object	A reference to the parent node

* may be changed dynamically by a rule

Dynamic Node Properties

The dynamic properties mutate according to the user selections made in the UI.

Color

The **node.props.color** object contains helper methods for listing the available colors and getting the current color.

node.props.color.selected() - Returns the ID of the currently selected color

node.props.color.items() - Returns a list of color objects assigned to the node

Material

The **node.props.material** object contains helper methods for listing the available materials and getting the current material of a component.

Please note that pre-defined prints, graphics and texts are considered separate materials.

node.props.material.selected() - Returns the ID of the currently selected material, print, graphic or text

node.props.material.items() - Returns a list of materials, prints, graphics or texts assigned to the node

Hide

node.props.hide.default - Returns the hidden state of the node's underlying component (0 = the component is visible, 1 = the component is shown). When set to 1, the underlying component (or print, graphic, text) will not be rendered on the model.

Text

node.props.text object contains a list of text properties assigned to the node's text element. See the [Text Properties](#) section for more information. Applies to nodes of type "decal", subtype "text".