

SpaceNodeOverlay(bpy_struct)

base class — `bpy_struct`

class `bpy.types.SpaceNodeOverlay(bpy_struct)`

Settings for display of overlays in the Node Editor

preview_shape

Preview shape used by the node previews

- `FLAT` Flat – Use the default flat previews.
- `3D` 3D – Use the material preview scene for the node previews.

TYPE:

enum in ['FLAT', '3D'], default 'FLAT'

show_context_path

Display breadcrumbs for the editor's context

TYPE:

boolean, default True

show_named_attributes

Show when nodes are using named attributes

TYPE:

boolean, default True

show_overlays

Display overlays like colored or dashed wires

TYPE:

boolean, default True

show_previews

Display each node's preview if node is toggled

TYPE:

boolean, default False

show_reroute_auto_labels

Label reroute nodes based on the label of connected reroute nodes

TYPE:

boolean, default False

show_timing

Display each node's last execution time

TYPE:

boolean, default False

show_wire_color

Color node links based on their connected sockets

TYPE:

boolean, default True

boolean, default True

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`

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

- `SpaceNodeEditor.overlay`