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ThemeNodeEditor(bpy_struct)

base class — `bpy_struct`

class `bpy.types.ThemeNodeEditor(bpy_struct)`

Theme settings for the Node Editor

attribute_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

color_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

converter_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

dash_alpha

Opacity for the dashed lines in wires

TYPE:

float in [0, 1], default 0.5

distor_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

filter_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

foreach_geometry_element_zone

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

frame_node

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

geometry_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

grid

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

grid_levels

Number of subdivisions for the dot grid displayed in the background

TYPE:

int in [0, 3], default 3

group_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

group_socket_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

input_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

layout_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

matte_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

node_active

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

nodeBackdrop

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

node_selected

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

noodle_curving

Curving of the noodle

TYPE:

int in [0, 10], default 5

output_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

pattern_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

repeat_zone

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

script_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

selected_text

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

shader_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

simulation_zone

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

space

Settings for space

TYPE:

`ThemeSpaceGeneric`, (readonly, never None)

space_list

Settings for space list

TYPE:

`ThemeSpaceListGeneric`, (readonly, never None)

texture_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

vector_node

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

wire

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

wire_inner

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

wire_select

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

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`

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

- `Theme.node_editor`