

ShaderNodeTree(NodeTree)

base classes — `bpy_struct`, `ID`, `NodeTree`

class `bpy.types.ShaderNodeTree(NodeTree)`

Node tree consisting of linked nodes used for materials (and other shading data-blocks)

get_output_node(target)

Return active shader output node for the specified target

PARAMETERS:

target (*enum in ['ALL', 'EVEE', 'CYCLES']*) –

Target

- `ALL` All – Use shaders for all renderers and viewports, unless there exists a more specific output.
- `EVEE` EEVEE – Use shaders for EEVEE renderer.
- `CYCLES` Cycles – Use shaders for Cycles renderer.

RETURNS:

Node

RETURN TYPE:

`ShaderNode`

classmethod `bl_ma_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_ma_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

- | | |
|-----------------------------------|--|
| • <code>bpy_struct.id_data</code> | • <code>ID.asset_data</code> |
| • <code>ID.name</code> | • <code>ID.override_library</code> |
| • <code>ID.name_full</code> | • <code>ID.preview</code> |
| • <code>ID.id_type</code> | • <code>NodeTree.color_tag</code> |
| • <code>ID.session_uid</code> | • <code>NodeTree.default_group_node_width</code> |
| • <code>ID.is_evaluated</code> | • <code>NodeTree.view_center</code> |
| • <code>ID.original</code> | • <code>NodeTree.description</code> |
| • <code>ID.users</code> | • <code>NodeTree.animation_data</code> |
| • <code>ID.use_fake_user</code> | • <code>NodeTree.nodes</code> |

- `ID.use_take_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `NodeTree.nodes`
- `NodeTree.links`
- `NodeTree.grease_pencil`
- `NodeTree.type`
- `NodeTree.interface`
- `NodeTree.bl_idname`
- `NodeTree.bl_label`
- `NodeTree.bl_description`
- `NodeTree.bl_icon`
- `NodeTree.bl_use_group_interface`

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`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`
- `ID.user_of_id`
- `ID.animation_data_create`
- `ID.animation_data_clear`
- `ID.update_tag`
- `ID.preview_ensure`
- `ID.bl_rna_get_subclass`
- `ID.bl_rna_get_subclass_py`
- `NodeTree.interface_update`
- `NodeTree.contains_tree`
- `NodeTree.poll`
- `NodeTree.update`
- `NodeTree.get_from_context`
- `NodeTree.valid_socket_type`
- `NodeTree.debug_lazy_function_graph`
- `NodeTree.bl_rna_get_subclass`
- `NodeTree.bl_rna_get_subclass_py`