RenderPasses(bpy_struct)

base class — `bpy_struct`

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

Collection of render passes

find_by_type(pass_type, view)

Get the render pass for a given type and view

PARAMETERS:
- **pass_type** (enum in Render Pass Type Items) – Pass
- **view** (*string, (never None)*) – View, Render view to get pass from

RETURNS:

The matching render pass

RETURN TYPE:

`RenderPass`

find_by_name(name, view)

Get the render pass for a given name and view

PARAMETERS:
- **name** (*string, (never None)*) – Pass
- **view** (*string, (never None)*) – View, Render view to get pass from

RETURNS:

The matching render pass

RETURN TYPE:

`RenderPass`

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

- RenderLayer.passes

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