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# NodeTreeInterfaceItem(bpy\_struct)

base class — [bpy\\_struct](#)

subclasses — [NodeTreeInterfacePanel](#), [NodeTreeInterfaceSocket](#)

**class** `bpy.types.NodeTreeInterfaceItem(bpy_struct)`

Item in a node tree interface

## index

Global index of the item among all items in the interface

### TYPE:

int in [-1, inf], default 0, (readonly)

## item\_type

Type of interface item

### TYPE:

enum in [Node Tree Interface Item Type Items](#), default 'PANEL', (readonly)

## parent

Panel that contains the item

### TYPE:

[NodeTreeInterfacePanel](#), (readonly)

## position

Position of the item in its parent panel

### TYPE:

int in [-1, inf], default 0, (readonly)

**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

- `NodeTreeInterface.active`
- `NodeTreeInterface.copy`
- `NodeTreeInterface.copy`
- `NodeTreeInterface.items_tree`
- `NodeTreeInterface.move`
- `NodeTreeInterface.move_to_parent`
- `NodeTreeInterface.remove`
- `NodeTreeInterfacePanel.interface_items`