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# CompositorNodeTree(NodeTree)

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

# class bpy.types.CompositorNodeTree(NodeTree)

Node tree consisting of linked nodes used for compositing

## use viewer border

Use boundaries for viewer nodes and composite backdrop

#### TYPE:

boolean, default False

## 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
- ID.name
- ID.name\_full
- ID.id type
- ID.session\_uid
- ID.is\_evaluated
- ID.original
- ID.users
- ID.use\_fake\_user
- ID.use extra user
- ID.is missing
- ID.is editable
- ID.tag
- ID.library

- ID.asset\_data
  - ID.override library
  - ID.preview
  - NodeTree.color tag
  - NodeTree.default\_group\_node\_width
  - NodeTree.view\_center
  - NodeTree.description
  - NodeTree.animation data
  - NodeTree.nodes
  - NodeTree.links
- ID.is\_embedded\_data NodeTree.grease\_pencil
  - NodeTree.type
- ID.is\_runtime\_data NodeTree.interface
  - NodeTree.bl idname
  - NodeTree.bl label
- ID.is library indirect NodeTree.bl description
  - NodeTree.bl icon

# **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

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