## Skip to content

# CompositorNodeLumaMatte(CompositorNode)

```
base classes — bpy_struct, Node, NodeInternal, CompositorNode
```

## class bpy.types.CompositorNodeLumaMatte(CompositorNode)

Create a matte based on luminance (brightness) difference

## limit\_max

Values higher than this setting are 100% opaque

TYPE:

float in [-inf, inf], default 0.0

## limit\_min

Values lower than this setting are 100% keyed

TYPE:

float in [-inf, inf], default 0.0

# classmethod is\_registered\_node\_type()

True if a registered node type

**RETURNS:** 

Result

# **RETURN TYPE:**

boolean

# classmethod input\_template(index)

Input socket template

# **PARAMETERS:**

index (int in  $\lceil 0, inf \rceil$ ) – Index

**RETURNS:** 

result

### **RETURN TYPE:**

 ${\tt NodeInternalSocketTemplate}$ 

# class method output\_template(index)

Output socket template

**PARAMETERS:** 

index (int in  $\lceil 0, inf \rceil$ ) – Index

**RETURNS:** 

result

## **RETURN TYPE:**

NodeInternalSocketTemplate

update()

## 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
- Node.type
- Node.location
- Node.location absolute Node.hide
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.parent
- Node.warning\_propagation Node.bl\_width\_max
- Node.use\_custom\_color Node.bl\_height\_default
- Node.color
- Node.color\_tag

- Node.select
  - Node.show options
  - Node.show preview

    - Node.mute
  - Node.show texture
  - Node.bl idname
    - Node.bl label
    - Node.bl description
  - Node.bl icon
  - Node.bl static type
- Node.internal\_links Node.bl\_width\_default
  - Node.bl width min

  - Node.bl height min
  - Node.bl height max

# **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

- Node.update
- Node.insert link
- Node.init
- Node.copy
- Node.free
- Node.draw\_buttons
- Node.draw buttons ext
- Node.draw label
- Node.debug zone body lazy function graph
- Node.debug\_zone\_lazy\_function\_graph
- Node.poll
- Node.bl rna get subclass

- 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
- Node.socket\_value\_update
- Node.is\_registered\_node\_type
- Node.poll
- Node.poll\_instance

- Node.bl\_rna\_get\_subclass\_py
- NodeInternal.poll
- NodeInternal.poll instance
- NodeInternal.update
- NodeInternal.draw\_buttons
- NodeInternal.draw\_buttons\_ext
- NodeInternal.bl\_rna\_get\_subclass
- NodeInternal.bl\_rna\_get\_subclass\_py
- CompositorNode.tag need exec
- CompositorNode.poll
- CompositorNode.update
- CompositorNode.bl rna get subclass
- CompositorNode.bl\_rna\_get\_subclass\_py

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