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NodeTreeInterface(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.NodeTreeInterface(bpy_struct)

Declaration of sockets and ui panels of a node group

active

Active item

TYPE:

[NodeTreeInterfaceItem](#)

active_index

Index of the active item

TYPE:

int in [0, inf], default 0

items_tree

Items in the node interface

TYPE:

[bpy_prop_collection](#) of [NodeTreeInterfaceItem](#), (readonly)

new_socket(name, *, description="", in_out='INPUT', socket_type='DEFAULT', parent=None)

Add a new socket to the interface

PARAMETERS:

- **name** (*string, (never None)*) – Name, Name of the socket
- **description** (*string, (optional, never None)*) – Description, Description of the socket
- **in_out** (*enum in ['INPUT', 'OUTPUT'], (optional)*) – Input/Output Type, Create an input or output socket
 - `INPUT` Input – Generate a input node socket.
 - `OUTPUT` Output – Generate a output node socket.
- **socket_type** (*enum in ['DEFAULT'], (optional)*) – Socket Type, Type of socket generated on nodes
- **parent** ([NodeTreeInterfacePanel](#), (optional)) – Parent, Panel to add the socket in

RETURNS:

Socket, New socket

RETURN TYPE:

[NodeTreeInterfaceSocket](#)

new_panel(name, *, description="", default_closed=False)

Add a new panel to the interface

PARAMETERS:

- **name** (*string, (never None)*) – Name, Name of the new panel
- **description** (*string, (optional, never None)*) – Description, Description of the panel
- **default_closed** (*boolean, (optional)*) – Default Closed, Panel is closed by default on new nodes

RETURNS:

Panel, New panel

RETURN TYPE:`NodeTreeInterfacePanel`**copy(item)**

Add a copy of an item to the interface

PARAMETERS:

item(`NodeTreeInterfaceItem`, (never None)) – Item, Item to copy

RETURNS:

Item Copy, Copy of the item

RETURN TYPE:`NodeTreeInterfaceItem`**remove(item, *, move_content_to_parent=True)**

Remove an item from the interface

PARAMETERS:

- **item**(`NodeTreeInterfaceItem`, (never None)) – Item, The item to remove
- **move_content_to_parent** (*boolean, (optional)*) – Move Content, If the item is a panel, move the contents to the parent instead of deleting it

clear()

Remove all items from the interface

move(item, to_position)

Move an item to another position

PARAMETERS:

- **item**(`NodeTreeInterfaceItem`, (never None)) – Item, The item to move
- **to_position** (*int in [0, inf]*) – To Position, Target position for the item in its current panel

move_to_parent(item, parent, to_position)

Move an item to a new panel and/or position.

PARAMETERS:

- **item**(`NodeTreeInterfaceItem`, (never None)) – Item, The item to move
- **parent** (`NodeTreeInterfacePanel`) – Parent, New parent of the item
- **to_position** (*int in [0, inf]*) – To Position, Target position for the item in the new parent panel

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

- `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

- `NodeTree.interface` • `UILayout.template_node_tree_interface`

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