## Skip to content SpaceNodeEditorPath(bpy\_struct)

```
base class — bpy_struct
class bpy.types.SpaceNodeEditorPath(bpy_struct)
    Get the node tree path as a string
     to string
        TYPE:
             string, default ", (readonly, never None)
     clear()
         Reset the node tree path
     start(node_tree)
        Set the root node tree
         PARAMETERS:
             node_tree (NodeTree) - Node Tree
     append(node tree, *, node=None)
        Append a node group tree to the path
        PARAMETERS:
           • node tree (NodeTree) - Node Tree, Node tree to append to the node editor path
           • node (Node, (optional)) - Node, Group node linking to this node tree
     pop()
         Remove the last node tree from the path
     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.property\_unset
- 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.type\_recast
- bpy struct.values

## References

• SpaceNodeEditor.path

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