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# CompositorNodeChannelMatte(CompositorNode)

base classes — bpy\_struct, Node, NodeInternal, CompositorNode

#### class bpy.types.CompositorNodeChannelMatte(CompositorNode)

Create matte based on differences in color channels

#### color space

- RGB RGB RGB (Red, Green, Blue) color space.
- HSV HSV-HSV (Hue, Saturation, Value) color space.
- YUV YUV-YUV (Y luma, UV chroma) color space.
- YCC YCbCr YCbCr (Y luma, Cb blue-difference chroma, Cr red-difference chroma) color space.

#### TYPE:

enum in ['RGB', 'HSV', 'YUV', 'YCC'], default 'RGB'

#### limit channel

Limit by this channel's value

- RR-Red.
- G G-Green.
- B B−Blue.

#### TYPE:

enum in ['R', 'G', 'B'], default 'R'

#### limit max

Values higher than this setting are 100% opaque

#### TYPE:

float in [-inf, inf], default 0.0

#### limit method

Algorithm to use to limit channel

- SINGLE Single Limit by single channel.
- MAX Max Limit by maximum of other channels.

#### TYPE:

enum in ['SINGLE', 'MAX'], default 'SINGLE'

#### limit min

Values lower than this setting are 100% keyed

#### TYPE:

float in [-inf, inf], default 0.0

#### matte\_channel

Channel used to determine matte

- RR-Red.
- $\bullet$  G G Green.
- B B−Blue.

#### TYPE:

## 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:**

NodeInternalSocketTemplate

#### classmethod output template(index)

Output socket template

#### **PARAMETERS:**

index (int in [0, inf]) – 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**

- Node.type
- Node.location
- Node.location absolute
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.internal links
- Node.parent
- Node.warning propagation Node.bl width max
- Node.color
- Node.color tag

- Node.show options
- Node.show preview
- Node.hide
- Node.mute
- Node.show texture
- Node.bl idname
- Node.bl label
- Node.bl\_description
- Node.bl icon
- Node.bl static type
- Node.bl width default
  - Node.bl width min
- Node.use custom color Node.bl height default
  - 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
- 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.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
- 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
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