

# CompositorNodeDistanceMatte(CompositorNode)

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

**class** `bpy.types.CompositorNodeDistanceMatte(CompositorNode)`

Create matte based on 3D distance between colors

## channel

- `RGB` RGB – RGB color space.
- `YCC` YCC – YCbCr suppression.

## TYPE:

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

## falloff

Color distances below this additional threshold are partially keyed

## TYPE:

float in [0, 1], default 0.0

## tolerance

Color distances below this threshold are keyed

## TYPE:

float in [0, 1], 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 [0, inf]*) – 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_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`
- `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.use_custom_color`
- `Node.color`
- `Node.color_tag`
- `Node.select`
- `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.bl_width_max`
- `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`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`
- `Node.free`
- `Node.draw_buttons`

- [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.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](#)
- [CompositorNode.tag\\_need\\_exec](#)
- [CompositorNode.poll](#)
- [CompositorNode.update](#)
- [CompositorNode.bl\\_rna\\_get\\_subclass](#)
- [CompositorNode.bl\\_rna\\_get\\_subclass\\_py](#)