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# NodeInternal(Node)

base classes — [bpy\\_struct](#), [Node](#)

subclasses — [CompositorNode](#), [FunctionNode](#), [GeometryNode](#), [NodeFrame](#), [NodeGroup](#), [NodeGroupInput](#), [NodeGroupOutput](#), [NodeReroute](#), [ShaderNode](#), [TextureNode](#)

**class** bpy.types.**NodeInternal(Node)**

**classmethod** poll(**node\_tree**)

If non-null output is returned, the node type can be added to the tree

**PARAMETERS:**

**node\_tree** ([NodeTree](#)) – Node Tree

**RETURN TYPE:**

boolean

**poll\_instance**(**node\_tree**)

If non-null output is returned, the node can be added to the tree

**PARAMETERS:**

**node\_tree** ([NodeTree](#)) – Node Tree

**RETURN TYPE:**

boolean

**update()**

Update on node graph topology changes (adding or removing nodes and links)

**draw\_buttons**(**context**, **layout**)

Draw node buttons

**PARAMETERS:**

**layout** ([UILayout](#), (never None)) – Layout, Layout in the UI

**draw\_buttons\_ext**(**context**, **layout**)

Draw node buttons in the sidebar

**PARAMETERS:**

**layout** ([UILayout](#), (never None)) – Layout, Layout in the UI

**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.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`
- `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`

