TextureNodeTree(NodeTree)

base classes — `bpy_struct`, `ID`, `NodeTree`

class bpy.types.**TextureNodeTree(NodeTree)**

Node tree consisting of linked nodes used for textures

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`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `ID.asset_data`
- `ID.override_library`
- `ID.preview`
- `NodeTree.color_tag`
- `NodeTree.default_group_node_width`
- `NodeTree.view_center`
- `NodeTree.description`
- `NodeTree.animation_data`
- `NodeTree.nodes`
- `NodeTree.links`
- `NodeTree.grease_pencil`
- `NodeTree.type`
- `NodeTree.interface`
- `NodeTree.bl_idname`
- `NodeTree.bl_label`
- `NodeTree.bl_description`
- `NodeTree.bl_icon`
- `NodeTree.bl_use_group_interface`

Inherited Functions

- `bpy_struct.as_pointer`

- 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
- ID.rename
- ID.evaluated_get
- ID.copy
- ID.asset_mark
- ID.asset_clear
- ID.asset_generate_preview
- ID.override_create
- ID.override_hierarchy_create
- ID.user_clear
- ID.user_remap
- ID.make_local
- ID.user_of_id
- ID.animation_data_create
- ID.animation_data_clear
- ID.update_tag
- ID.preview_ensure
- ID.bl_rna_get_subclass
- ID.bl_rna_get_subclass_py
- NodeTree.interface_update
- NodeTree.contains_tree
- NodeTree.poll
- NodeTree.update
- NodeTree.get_from_context
- NodeTree.valid_socket_type
- NodeTree.debug_lazy_function_graph
- NodeTree.bl_rna_get_subclass
- NodeTree.bl_rna_get_subclass_py