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RenderPass(bpy_struct)

base class — `bpy_struct`

class `bpy.types.RenderPass(bpy_struct)`

channel_id

TYPE:

string, default “”, (readonly, never None)

channels

TYPE:

int in [-inf, inf], default 0, (readonly)

fullname

TYPE:

string, default “”, (readonly, never None)

name

TYPE:

string, default “”, (readonly, never None)

rect

TYPE:

float in [-inf, inf], default 0.0

view_id

TYPE:

int in [-inf, inf], default 0, (readonly)

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.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`

References

- `RenderEngine.pass_by_index_get`
- `RenderLayer.passes`
- `RenderPasses.find_by_name`
- `RenderPasses.find_by_type`