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BlendDataNodeTrees(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.BlendDataNodeTrees(bpy_struct)

Collection of node trees

new(name, type)

Add a new node tree to the main database

PARAMETERS:

- **name** (*string, (never None)*) – New name for the data-block
- **type** (*enum in ['DUMMY']*) – Type, The type of node_group to add

RETURNS:

New node tree data-block

RETURN TYPE:

[NodeTree](#)

remove(tree, *, do_unlink=True, do_id_user=True, do_ui_user=True)

Remove a node tree from the current blendfile

PARAMETERS:

- **tree** ([NodeTree](#) , (never None)) – Node tree to remove
- **do_unlink** (*boolean, (optional)*) – Unlink all usages of this node tree before deleting it
- **do_id_user** (*boolean, (optional)*) – Decrement user counter of all datablocks used by this node tree
- **do_ui_user** (*boolean, (optional)*) – Make sure interface does not reference this node tree

tag(value)

tag

PARAMETERS:

value (*boolean*) – Value

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`

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

- `BlendData.node_groups`