GeometryNodeTree(NodeTree)

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

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

> Node tree consisting of linked nodes used for geometries

> **is_mode_edit**
>
> > The node group is used in edit mode
> >
> > **TYPE:**
> >
> > > boolean, default False

> **is_mode_object**
>
> > The node group is used in object mode
> >
> > **TYPE:**
> >
> > > boolean, default False

> **is_mode_sculpt**
>
> > The node group is used in sculpt mode
> >
> > **TYPE:**
> >
> > > boolean, default False

> **is_modifier**
>
> > The node group is used as a geometry modifier
> >
> > **TYPE:**
> >
> > > boolean, default False

> **is_tool**
>
> > The node group is used as a tool
> >
> > **TYPE:**
> >
> > > boolean, default False

> **is_type_curve**
>
> > The node group is used for curves
> >
> > **TYPE:**
> >
> > > boolean, default False

> **is_type_mesh**
>
> > The node group is used for meshes
> >
> > **TYPE:**
> >
> > > boolean, default False

> **is_type_point_cloud**
>
> > The node group is used for point clouds
> >
> > **TYPE:**
> >
> > > boolean, default False

> **use_wait_for_click**

Wait for mouse click input before running the operator from a menu

> **TYPE:**
>> boolean, default False

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.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`

- `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.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`