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# GeometryNodeCustomGroup(GeometryNode)

```
base classes — bpy_struct, Node, NodeInternal, GeometryNode
```

## class bpy.types.GeometryNodeCustomGroup(GeometryNode)

Custom Geometry Group Node for Python nodes

#### node tree

#### TYPE:

NodeTree

# 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.select
- Node.type
- Node.location
- Node.location absolute Node.hide
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.internal links
- Node.parent
- Node.warning propagation Node.bl width max
- Node.use\_custom\_color Node.bl\_height\_default
- Node.color

- Node.show options
- Node.show preview
- 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 height min
- Node.color tag
   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
- NodeInternal.poll
- NodeInternal.poll instance
- NodeInternal.update
- NodeInternal.draw\_buttons
- NodeInternal.draw\_buttons\_ext
- NodeInternal.bl rna get subclass
- NodeInternal.bl rna get subclass py
- GeometryNode.poll
- GeometryNode.bl\_rna\_get\_subclass
- GeometryNode.bl\_rna\_get\_subclass\_py

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