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NodesModifierDataBlock(bpy_struct)

base class — `bpy_struct`

```
class bpy.types.NodesModifierDataBlock(bpy_struct)
```

id

TYPE:

`ID`

id_name

Name that is mapped to the referenced data-block

TYPE:

string, default ‘’, (readonly, never None)

id_type

TYPE:

enum in [Id Type Items](#), default ‘ACTION’, (readonly)

lib_name

Used when the data block is not local to the current .blend file but is linked from some library

TYPE:

string, default ‘’, (readonly, never None)

```
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.items`
- `bpy_struct.driver add`
- `bpy_struct.keyframe delete`

- `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.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

- `NodesModifierBake.data_blocks`