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# CompositorNodeZcombine(CompositorNode)

```
base classes — bpy_struct, Node, NodeInternal, CompositorNode
class bpy.types.CompositorNodeZcombine(CompositorNode)
    Combine two images using depth maps
     use alpha
        Take alpha channel into account when doing the Z operation
        TYPE:
             boolean, default False
     use_antialias_z
        Anti-alias the z-buffer to try to avoid artifacts, mostly useful for Blender renders
        TYPE:
             boolean, default False
     classmethod is_registered_node_type()
        True if a registered node type
         RETURNS:
             Result
         RETURN TYPE:
             boolean
     classmethod input_template(index)
        Input socket template
        PARAMETERS:
             index (int in \lceil 0, inf \rceil) – Index
         RETURNS:
             result
         RETURN TYPE:
              {\tt NodeInternalSocketTemplate}
     classmethod output_template(index)
        Output socket template
        PARAMETERS:
             index (int in \lceil 0, inf \rceil) – Index
         RETURNS:
             result
         RETURN TYPE:
              NodeInternalSocketTemplate
     update()
     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.type
- Node.location
- Node.location absolute Node.hide
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.parent
- Node.warning\_propagation Node.bl\_width\_max
- Node.use\_custom\_color Node.bl\_height\_default
- Node.color
- Node.color\_tag

- Node.select
  - 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.internal\_links Node.bl\_width\_default
  - Node.bl width min

  - Node.bl height min
  - 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

- 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

- 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.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
- CompositorNode.tag\_need\_exec
- CompositorNode.poll
- CompositorNode.update
- CompositorNode.bl\_rna\_get\_subclass
- CompositorNode.bl\_rna\_get\_subclass\_py

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