

# Nodes(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.Nodes(bpy_struct)`

Collection of Nodes

**active**

Active node in this tree

**TYPE:**

`Node`

**new(type)**

Add a node to this node tree

**PARAMETERS:**

**type** (*string*, (*never None*)) – Type, Type of node to add (Warning: should be same as `node.bl_idname`, not `node.type`!)

**RETURNS:**

New node

**RETURN TYPE:**

`Node`

**remove(node)**

Remove a node from this node tree

**PARAMETERS:**

**node** (`Node`, (*never None*)) – The node to remove

**clear()**

Remove all nodes from this node tree

**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`

## 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

- `NodeTree.nodes`