About Node Property Propagation

Learn which properties of a node affect its child nodes.

Overview

Changing certain properties on a node can propagate to its descendants:

Property	Description
`xScale`, `yScale`	The node's coordinate system is scaled by these two factors. This property affects coordinate conversion, the node's frame, drawing, and hit testing. Its descendants are similarly scaled.
`zPosition`	The node's draw order. Nodes with a higher zPosition are rendered above nodes with a lower zPosition. This value propagates to its descendants such that a node's zPosition is equal to that of its parent node, plus any value it holds in its own zPosition property.
`alpha`	If the node is rendered using a blend mode, the alpha value is multiplied into any alpha value before the blend operation takes place. The descendants are similarly affected.
`isHidden`	If a node is hidden, the node and its descendants are not rendered.
`speed`	The speed at which a node processes actions is multiplied by this value. The descendants are similarly affected.

The net effect is that a child node is rendered based not only on its own properties but also on the properties of its ancestors.