

Blender-Addons: Get Nodetree of current node_editor panel

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MARKDOWN If you want to access data from the selected nodetree inside a node_editor panel: ```
PYTHON class UrhoExportNodetreePanel(bpy.types.Panel): bl_space_type = 'NODE_EDITOR'
bl_region_type = 'UI' bl_label = "Urho3d-Nodetree" bl_category = "Urho3D" @classmethod def
poll(cls, context): return True def draw(self, context): if bpy.context.active_object: obj =
bpy.context.active_object # nodetree type of space # (use this to check for current type, as nodetrees
can be None) space_treetype = context.space_data.tree_type ctx_nodetree =
context.space_data.node_tree # the nodetree-obj ctx_nodetree_name = ctx_nodetree.name # name of
the selected nodetree ctx_nodetree_type = ctx_nodetree.bl_idname # type of the nodetree ```
```

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<http://thomas.trocha.com:80/pebble/blender-addons-get-nodetree-of-current-node-editor-panel>