

OverhangPanelSetScene

Table of Contents

- Description
- Fields

Extends: Scene

Description

The **OverhangPanelSetScene** node class provides a convenient way to create a **Scene** node that has set with default **Overhang** and **PanelSet** nodes. The layout of the **Overhang** and **PanelSet** use the default sizes for SDK2 channels. The node provides access to the **PanelSet** and **Overhang** via fields that contain the node objects.

```
scene = screen.CreateScene("OverhangPanelSetScene")
```

Fields

Field	Type	Default	Use
overhang	Overhang	An Overhang node	Read-Only Provides access to the Overhang node created for this scene. Fields of the Overhang node can be set to custom the overhang.
panelSet	PanelSet	A PanelSet node	Read-Only Provides access to the PanelSet node created for this scene. The RoSGNode child APIs can be used to add panels to the panel set. Be careful to follow the restrictions on using the child APIs that are described in the PanelSet documentation. Fields of the PanelSet node can also be set to custom the panel set.