12.3.1 Editors - Geometry Nodes Editor - Sidebar - Group tab

Table of content

Group tab - Introduction

The Geometry Node sidebar Group tab at the right side contains options and settings for node groups nodes and socket input and output properties.
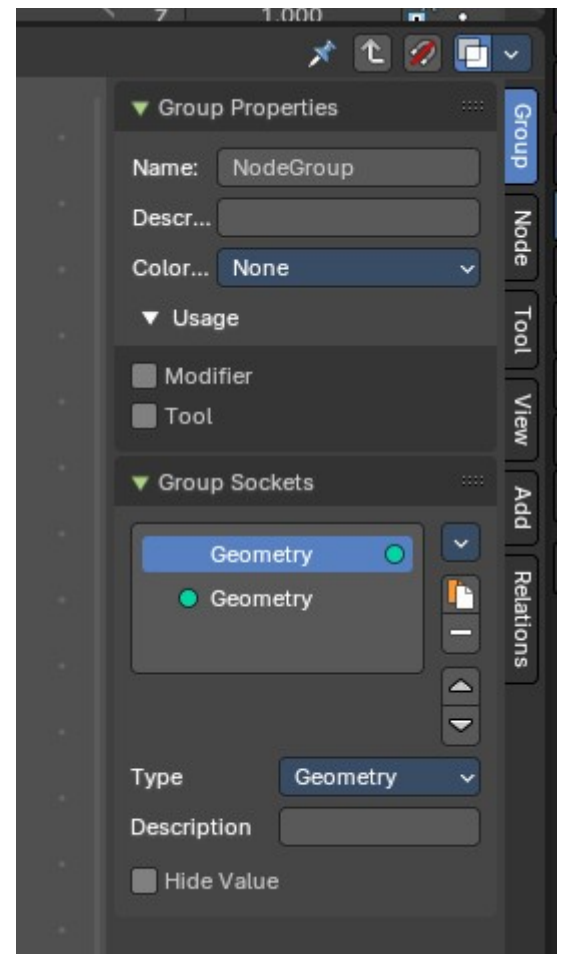
Properties Panel

Name

Change the name of the current node group. Type in a new name and hit enter.
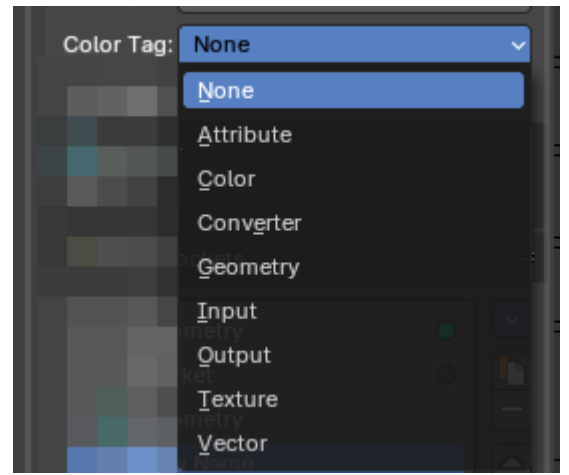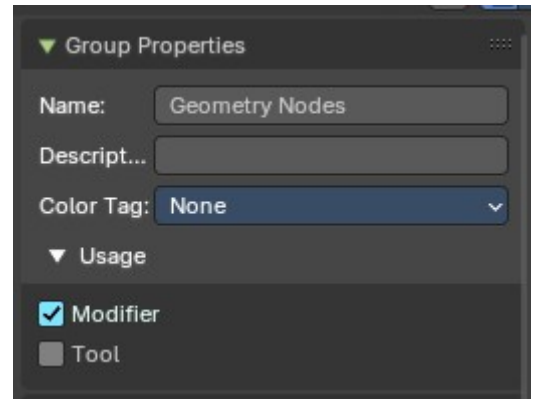
Description

Change the description of the current node group. Type in a new name and hit enter.

Color Tag

Changes the header color of the current node group.

Color Tag Types:

- Attribute
- Color
- Converter
- Geometry
- Input
- Output
- Texture
- Vector

Usage

This defines if the node group will be listed as a Modifier in the Properties editor Modifier Stack and/or an act-once Tool operator in the 3D View editor. These are only relevant when you have marked the node group as an Asset.

Modifier

Expose the Node Group marked asset as a Modifier Asset in the
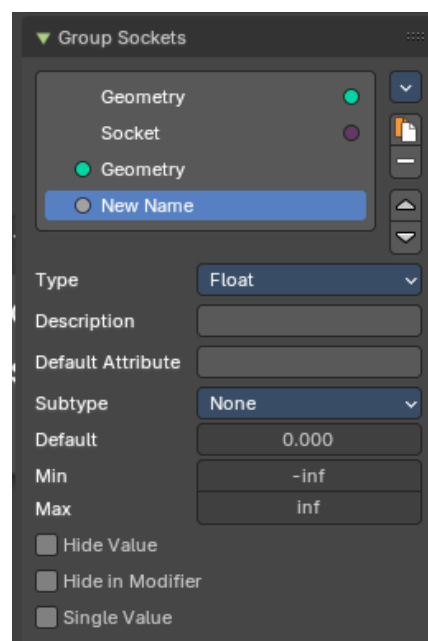
Tool

Expose the Node Group marked asset as an act-once tool in the 3D View header menus.

3
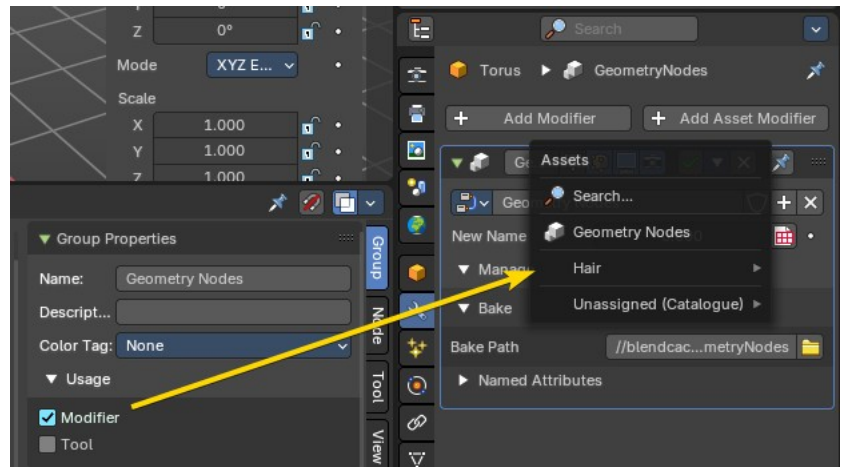
Group Sockets Panel

Manage the input and output properties of the Group Input and Output nodes.

More than one input and output slot can be useful when you want to modify the geometry in the node group in more than one way.

Group Socket List

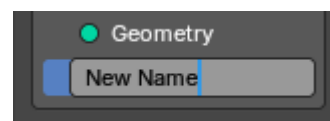List of available input and output sockets.

Note: *The list can be sorted by dragging the items around.*

List

The list of input and output sockets.

Name

Change the name of the current selected input socket by double clicking on the socket in the list. Type in a new name and hit enter.

New Item

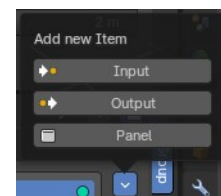Adds a new input sockets to the list.

Input

Adds a new input sockets to the list.

Output

Adds a new output socket to the list.

Panel

Adds a new panel socket to the list.

Duplicate Item

Duplicates the active socket.

Remove Item

Removes the selected input socket from the list.
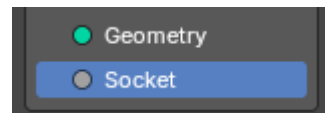
Move Item Up/Down

Moves the active item to the specified direction. You can move the active item up or down the list.

Note: *You can also alternatively drag and drop the active item to re-order.*
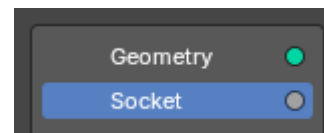
Inputs

Inputs are characterized by the colored dot to the left. These are manifested in the Group Input node.
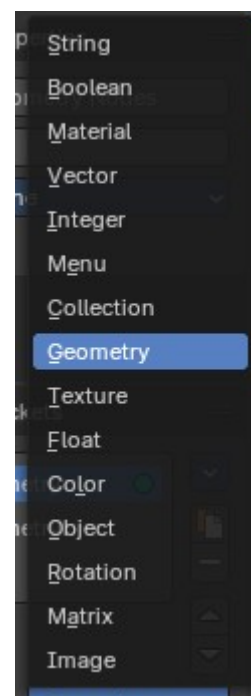
Outputs

Outputs are characterized by the colored dot to the right. These are manifested in the Group Output node.

Type

What kind of node group input or output type it is. To know more about the properties of the socket types, refer to the next section.

- String
- Boolean
- Material
- Vector
- Integer
- Menu
- Geometry
- Collection
- Texture
- Float
- Color
- Object
- Rotation
- Matrix
- Image

Socket Type Properties

Common

Both input and output sockets have these properties.

Description

Add a tooltip to the socket description.
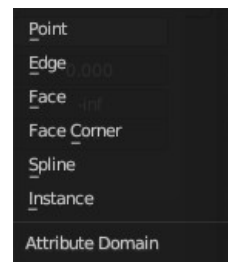
Default

The default value for the socket.

Min

The minimum value for the socket.

Note: *This is only available for vector, float and integer types.*

Max

The maximum value for the socket.

Note: *This is only available for vector, float and integer types.*

Attribute Domain

Attribute Domain that is used by the geometry nodes modifier to create an attribute output.

Default Attribute

The default attribute name that is used when the node group is used by a geometry nodes modifier.

Subtype

Some node types have a subtype dropdown menu, such as the vector or float. The subtype menu allows you to define the socket type sliders and read-out.

Socket Sub-Types:

- None
- Percentage
- Factor
- Angle
- Time (Scene Relative)
- Time (Absolute)
- Distance
- Wavelength
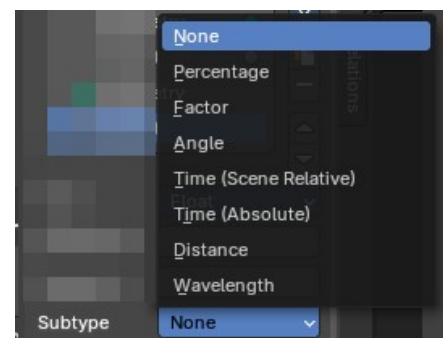
Hide Value

Hide the input value even when the socket is not connected.

Input

Properties that are input socket exclusive.

Hide in Modifier

Don't show the input value in the geometry nodes modifier interface.

Single Value

Only allow single value input, and not fields.

Layer Selection

Take a Grease Pencil Layer or Layer Group as a selection field.