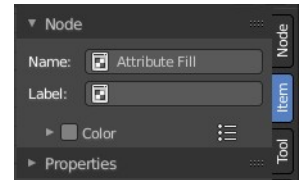


10.3.2 Editors - Geometry Nodes Editor - Sidebar - Item Tab

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Item Tab - Node Panel

In this panel you can give nodes and node groups a name and a label, and change its color.

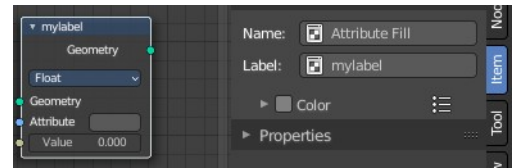


Name

The type of the node.

Label

The label name of the node.



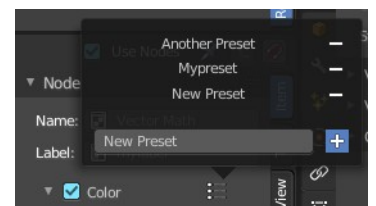
Color sub menu

Color checkbox

The Color checkbox turns custom color on or off.

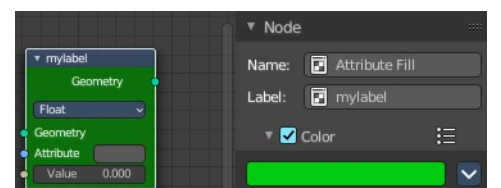
Presets

Store some color presets and reuse them. They are stored globally, and transfers to other blend files.



Color

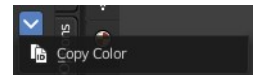
Choose a custom color. A click at the color field will open a color picker.



Node color specials

Copy Color

Allows you to copy the color.



Item Tab - Properties Panel

This panel shows usually the same properties than the properties at the node. These properties are already explained in the Add menu chapters. So we won't repeat them here.

