



## 12.3.1 Editors - Geometry Nodes Editor - Sidebar - Group tab

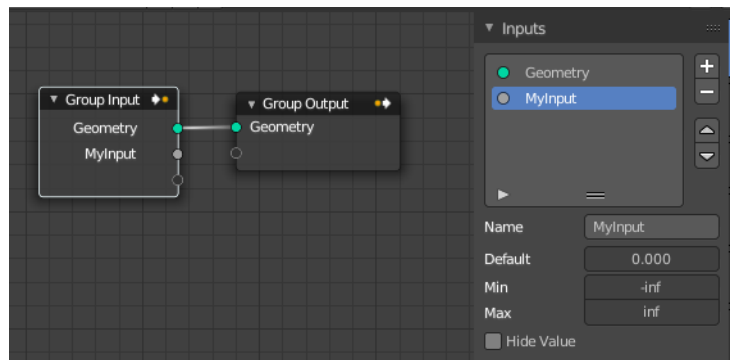
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### Group tab - Input panel

Manage the input properties of the Group Input node.

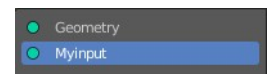
More than one input slot can be useful when you want to modify the geometry in more than one way.



### Inputs

#### List

List of available input or output slots.



## Drag handler

Resize the list.

## Search

Opens a search field with its options.



## Add / Remove Node Tree Interface Socket

Adds a new input slot to the list. Or removes the selected input slot.



## Sort

Move the selected node up or down in the list.



## Name

Change the name of the current selected input slot. Type in a new name and hit enter.



## Default

The default value for the input node.

## Min

The minimum value for the input node.

## Max

The maximum value for the input node.

## Hide Value

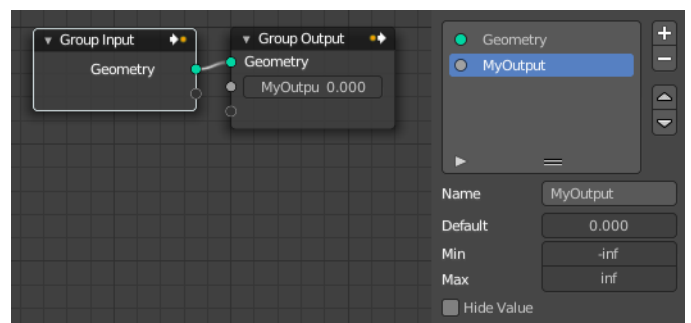
Hide the input value even when the socket is not connected.



## Group tab - Output panel

Manage the output properties of the Group Output node.

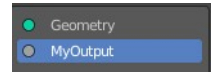
More than one input slot can be useful when you want to modify the geometry in more than one way.



## Outputs

### List

List of available input or output slots.



### Drag handler

Resize the list.

### Search

Opens a search field with its options.



### Add Node Tree Interface Socket

Adds a new output slot to the list.



### Sort

Move the selected node up or down in the list.



### Name

Change the name of the current selected input slot. Type in a new name and hit enter.

The X button at the end will remove the selected input slot from the list.



### Default

The default value for the output node.

### Min

The minimum value for the input node.

### Max

The maximum value for the output node.

### Hide Value

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

