

12.1.13 Editors - Geometry Nodes Editor - Header - Add Menu - Geometry - Write

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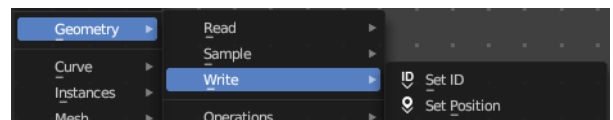
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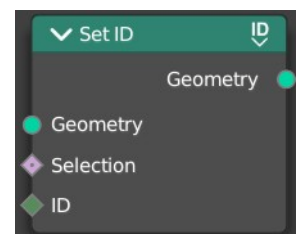
Add menu - Geometry - Write

Here you find nodes to modify the geometry.



Set ID

Sets the ID of the target geometry.



Inputs

Geometry

Geometry input.

Selection

Selection input.

ID

ID Input

Outputs

Geometry

Geometry output.

Set Position

The Set Position node controls the location of each point, the same way as controlling the position attribute. If the input geometry contains instances, this node will affect the location of the origin of each instance.

The input node for this data is the Position Node.

Inputs

Geometry

Geometry input.

Selection

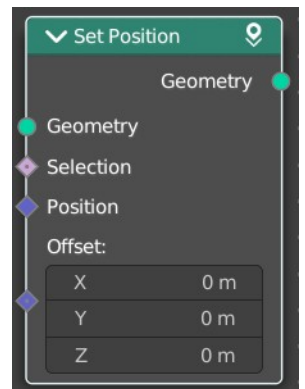
Whether or not to change the position of each point or instance. True values mean the position will be changed, false values mean it will remain the same.

Position

The new position for selected elements. By default, this is the same as if the Position Node was connected, meaning the node will do nothing.

Offset

An optional translation for each point. This is evaluated at the same time as the Position input, meaning that fields evaluated for it will not reflect the changed position.



Outputs

Geometry

Geometry outputs.