



## 12.1.1 Editors - Geometry Nodes Editor - Header - Tools and Options

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### Introduction

This chapter here is about the tools, modes and options elements in the header of the geometry nodes editor. The text menus are covered in a own chapter each. They vary too much, dependent of mode and object type.

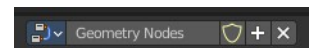
### Header Tabs

The tabs at the very left allows you to switch between the most important node editor types by one click. Compositor Editor, Geometry Nodes Editor and Shader Editor.



### Geometry Nodes Prop

Manage the nodes. If there is no geometry node tree for the current object, then you will see the New button

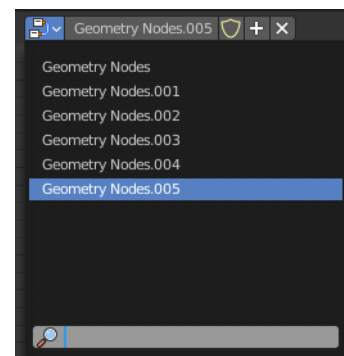


## Data Browser

The list of available geometry node trees in the scene.

## Edit box

The name of the current active geometry node tree. Here you can also rename the node tree.



## Add Fake User

With this button you assign a fake user to this selected geometry node tree.

Data, like node trees, that is not longer linked to anything else gets removed when you save and reload a scene. Bforartists has the concept of fake users to go around this behavior. An image with a fake user is in fact linked to something. And so it is not lost when you save and reload the scene.

## User

The number of users that uses this data. Data with a user number of 0 will be removed with closing Bforartists.

## Remove

Removes the geometry node tree. To delete it completely you need to purge it. See Fake user.

## Options

At the right side you will see some options.



## Pin (pin icon)

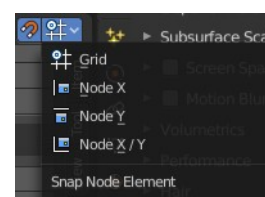
The pin button will keep the current node tree selection fixed. When a node tree is pinned, it will remain visible in the shader editor even when another object is selected.

## Parent Node Tree

Grouping nodes can simplify a node tree by allowing instancing and hiding parts of the tree. Nodes can be grouped. This button becomes active when you work with such grouped nodes, and you are in a child group. It allows you to switch to the parent group.

## Snap

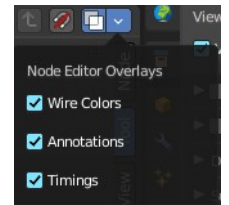
Activates snapping. When the tool is activated, then you will also reveal the snap settings where you can choose different snap methods.



## Geometry node Overlays

### Show Overlays

Show or hide the overlays.



### Node Editor Overlays

#### *Wire Colors*

Show the colors at the noodles.

#### *Annotations*

Show Annotations.

#### *Timings*

Shows a timing box above each node to indicate the evaluation time of it.

