



12.1.28 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh Topology

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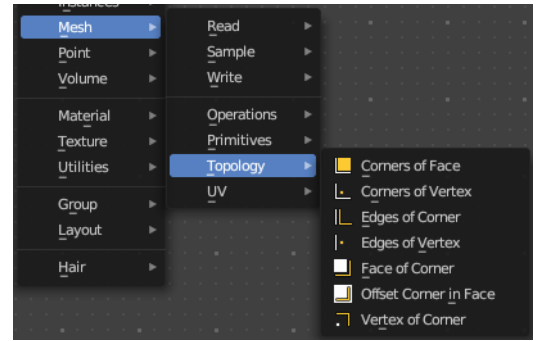
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Add menu - Mesh - Topology

Mesh topology related nodes.



Corners of Faces

retrieve the corner that makes up a face.

Input

Face Index

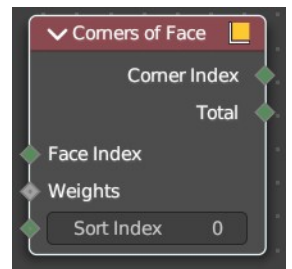
The face to get the data from.

Weights

Values used to sort the corners of the face.

Sort Index

Which of the corners to output.



Outputs

Corner Index

The output corner.

Total

The number of corners in the face.

Corners of Vertex

Retrieve face corners connected to vertices.



Input

Vertex Index

The vertice to get the data from.

Weights

Values used to sort the corners attached to the vertice.

Sort Index

Which of the corners to output.

Outputs

Corner Index

The output corner.

Total

The number of corners connected to each vertice.

Edges of Corner

Retreive the edges of both sides of a corner.

Input

Corner Index

The corner to retrieve the data from.

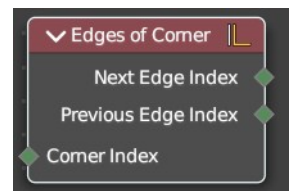
Outputs

Next Edge Index

The edge behind the corner.

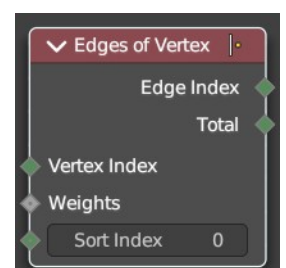
Previous Edge Index

The edge before the corner.



Edges of Vertex

Retreive the edges connected to each vertex.



Input

Vertex Index

The vertice to get the data from.

Weights

Values used to sort the edges attached to the vertice.

Sort Index

Which of the edges to output.

Outputs

Edge Index

The output edge.

Total

The number of edges connected to each vertice.

Face of Corner

Retreive the faces connected to each corner.

Input

Corner Index

The corner to get the data from.

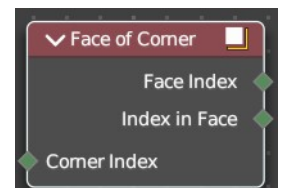
Outputs

Face Index

The output faces.

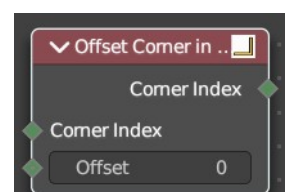
Index in Face

The index of the corner, starting from the first corner in the face.



Offset Corner in Face

Retreive corners within the same face as another



Input

Corner Index

The corner to get the data from.

Offset

The numbers of corners to move around the face before getting the result. It circles around the start of the face if necessary.

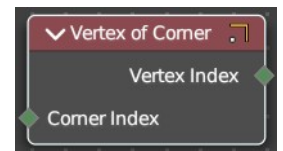
Outputs

Corner Index

The index of the offset corner.

Vertex of corner

Retrieve the vertex each corner is attached to.



Input

Corner Index

The corner to get the data from.

Offset

The numbers of corners to move around the face before getting the result. It circles around the start of the face if necessary.

Outputs

Vertex Index

The vertex each corner is attached to.