

## 12.1.40 Editors - Geometry Nodes Editor - Header - Add Menu - Utilities

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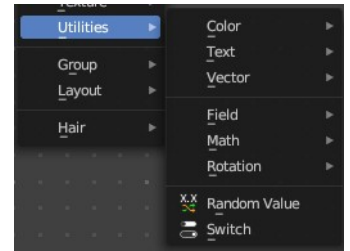
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## Add menu - Utilities

Utility nodes are mainly for mathematical operations.



### Random Value

Generates a random value.

#### Input

##### Min

The minimum value of the range. This input is only available for Float, Integer, and Vector types.

##### Max

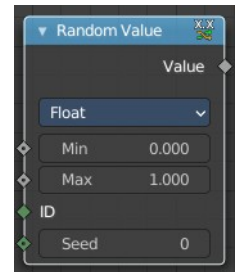
The maximum value of the range. This input is only available for Float, Integer, and Vector types.

##### ID

An ID to drive the random number generator seed. By default, this input uses the same value as if the ID Node, which is the id attribute of the context geometry if it exists, and otherwise the index.

##### Seed

The random seed for the random number generation.



#### Properties

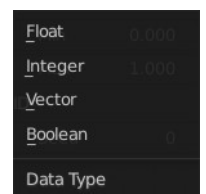
##### Data Type

What kind of random value to create. The items should be self explaining.

##### Output

##### Value

The output value.



## Switch

Switch between two inputs values based on a boolean.

### Inputs

#### *Switch*

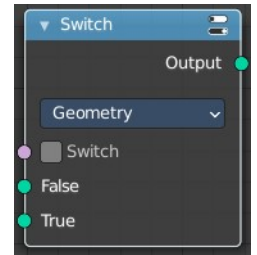
The boolean switch.

#### **A**

The input value A. Used when the switch is off.

#### **B**

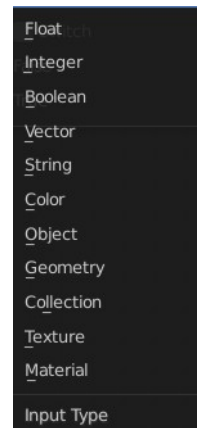
The input value B. Used when the switch is on.



### Properties

#### *Input Type*

What input type the values are, which defines what type to output then.



### Outputs

#### *Output*

Numerical value output.