

## 12.1.12 Editors - Geometry Nodes Editor - Header - Add Menu - Input - Constant

### Table of content

Detailed table of content.....	1
Add menu - Input - Constant.....	2
Boolean.....	2
Color.....	3
Image.....	3
Integer.....	4
Material.....	4
String.....	5
Value.....	5
Vector.....	5

### Detailed table of content

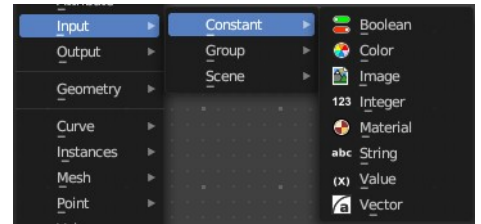
#### Detailed table of content

Detailed table of content.....	1
Add menu - Input - Constant.....	2
Boolean.....	2
Properties.....	2
Value.....	2
Outputs.....	2
Boolean.....	2
Color.....	3
Outputs.....	3
Color.....	3
Image.....	3
Properties.....	3
Image.....	3
New.....	3
Open.....	3
Image prop.....	3
Image browser.....	3
Image name.....	3
Fake user.....	4
New.....	4
Open Image.....	4
Remove.....	4
Frame.....	4
Outputs.....	4
Image.....	4
Integer.....	4
Properties.....	4
Value.....	4
Outputs.....	4
Integer.....	4

Material.....	4
Outputs.....	4
Material.....	4
String.....	5
Properties.....	5
String.....	5
Outputs.....	5
Value.....	5
Value.....	5
Properties.....	5
Value.....	5
Outputs.....	5
Value.....	5
Vector.....	5
X Y Z.....	5
Output.....	5
Vector.....	5

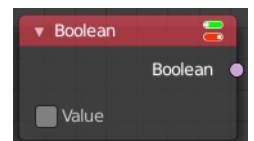
## Add menu - Input - Constant

Here you find input nodes.



### Boolean

Inputs a boolean value.



### Properties

#### Value

The input boolean.

### Outputs

#### Boolean

The boolean state.

## Color

Define a input color.

This node is a color wheel.

Clicking at the color field at the bottom will reveal the standard Blender color dialog, where you can input numeric values.



## Outputs

### Color

Standard color output.

## Image

Add a input image.

## Properties

### Image

Load or connect a image.

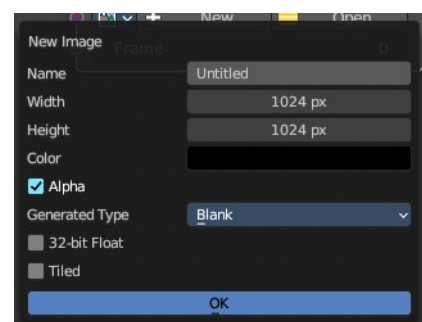
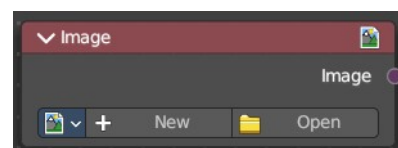
### New

Create a new image.

Opens a new image dialog where you can adjust the color, size and further settings.

### Open

Open a existing image.



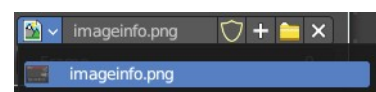
### Image prop

### Image browser

A list of available images

### Image name

The name of the image



## ***Fake user***

Add a fake user to this asset.

## ***New***

Create a new image.

Opens a new image dialog where you can adjust the color, size and further settings.

## ***Open Image***

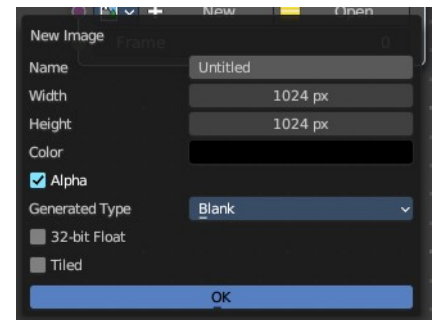
Open an existing image.

## ***Remove***

Removes the image as the active image.

## ***Frame***

For videos. Which frame to use.



## **Outputs**

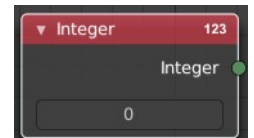
### ***Image***

The output image.

---

## **Integer**

Inputs an integer value.



## **Properties**

### ***Value***

The input integer.

## **Outputs**

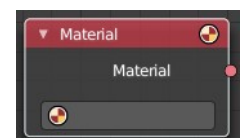
### ***Integer***

The integer value.

---

## **Material**

Retrieve a material.



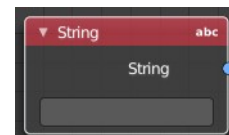
## **Outputs**

### ***Material***

The material output.

## String

Input a string.



### Properties

#### *String*

The string that you want to input.

### Outputs

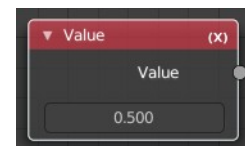
#### *Value*

The value set in the node properties.

---

## Value

Input numerical values to other nodes in the tree.



### Properties

#### *Value*

Single numerical value (floating point).

### Outputs

#### *Value*

The value set in the node properties.

---

## Vector

Creates a single vector of three values that can be used as an input.

Properties

#### **X Y Z**

The values of the vector.



### Output

#### *Vector*

Standard vector output.