



13.1.16 Editors - Shader Editor - Header - Node menu

Table of content

Node menu.....	1
Move.....	1
Rotate.....	1
Resize.....	2
Copy.....	2
Paste.....	2
Duplicate Keep Input.....	2
Duplicate.....	2
Delete.....	2
Delete with Reconnect.....	2
Join new Frame.....	2
Remove from Frame.....	2
Frame Make Parent.....	2
Links.....	3
Make Links.....	3
Make and Replace Links.....	3
Detach Links.....	3
Detach Links Move.....	3
Separate.....	3
Copy.....	3
Move.....	3
Hide / Toggle.....	3
Hide.....	3
Toggle Node Mute.....	4
Toggle Node Preview.....	4
Toggle hidden node sockets.....	4
Toggle Node Options.....	4
Collapse and Hide Unused Sockets.....	4
Render View Layers.....	4
Render changed Layer.....	4

Node menu

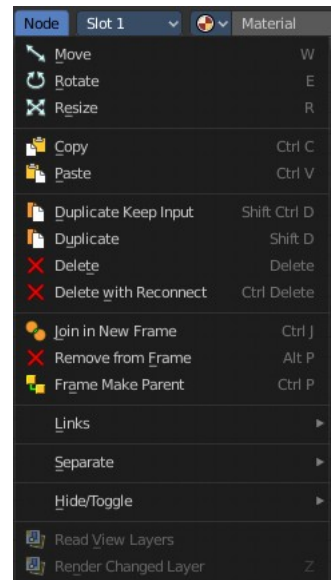
This menu contains further node functionality.

Move

Moves the selected nodes.

Rotate

You can't rotate single nodes, obviously. But when you have more than one selected then you can rotate them around their center point.



Resize

You can't resize single nodes, obviously. But when you have more than one selected then you can scale them around their center point.

Copy

Copies the selected node(s).

Paste

Pastes the selected node(s).

Duplicate Keep Input

This works at nodes that have a connected input. Duplicating will keep the input connections established in the duplicated node. The output connections will be removed.

Duplicate

Duplicates the selected node(s). All connections will be removed in the duplicated node.

Delete

Deletes the selected node(s).

Delete with Reconnect

Deletes the selected node(s). When this node is in the middle of a connection, then the connections will be reconnected.

Join new Frame

Frame node functionality. Adds the selected node to a frame.

Remove from Frame

Frame node functionality. Removes the selected node from a frame.

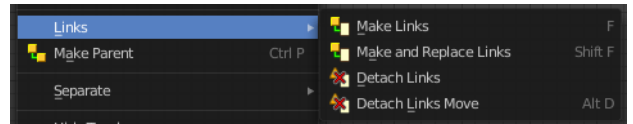
Frame Make Parent

Frame node functionality. Adds the selected node to a frame.

Links

Make Links

Tries to connect nodes where it makes sense. For example, the BSDF output of a Principled shader with the Surface input of the Material Output node.



Make and Replace Links

Same as Make Links. But it will replace existing links.

Detach Links

Removes all connections from the selected node, but tries to reconnect the remaining nodes.

Detach Links Move

Removes all connections from the selected node by dragging.

Separate

Node group functionality. You need to be in edit group mode.



Copy

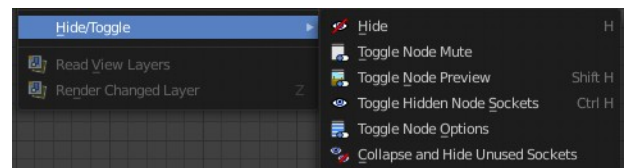
Copies the selected node, and pastes a copy of it outside of the node group. The node group remains unchanged.

Move

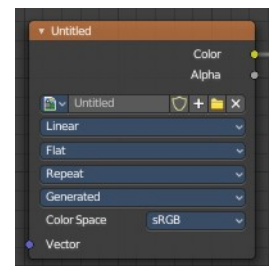
Moves the selected to outside of the node group, and removes it from the node group.

Hide / Toggle

Here you find hide options to make the display of nodes more compact.

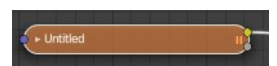


Demonstration happens at an image node.



Hide

Hides everything but input and output dots. To view the full node again perform the operator again. It's a toggle. Or click at the triangle left besides the node name.



Toggle Node Mute

Deactivates the node.

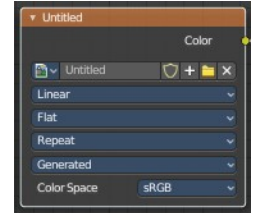
Toggle Node Preview

This is a compositor feature for the preview image. It does not belong here, but shares the same menu. It shows or hides the preview image.



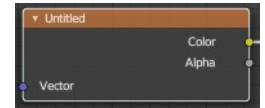
Toggle hidden node sockets

Toggles away the unused node sockets. In this case the vector input node socket and the alpha output node socket will be hidden.



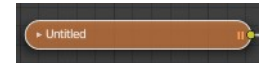
Toggle Node Options

Hides away the properties.



Collapse and Hide Unused Sockets

Like Hide. Hides everything but the node sockets. But it also hides the unused node sockets.



Render View Layers

This is a compositing feature that does not belong to the Shader editor. It shares the menu with the Compositor Editor though. And so you see this menu items. It is deactivated. You can't use it in the Shader Editor.

Render changed Layer

This is a compositing feature that does not belong to the Shader editor. It shares the menu with the Compositor Editor though. And so you see this menu items. It is deactivated. You can't use it in the Shader Editor.