



29 Editors - Spreadsheet

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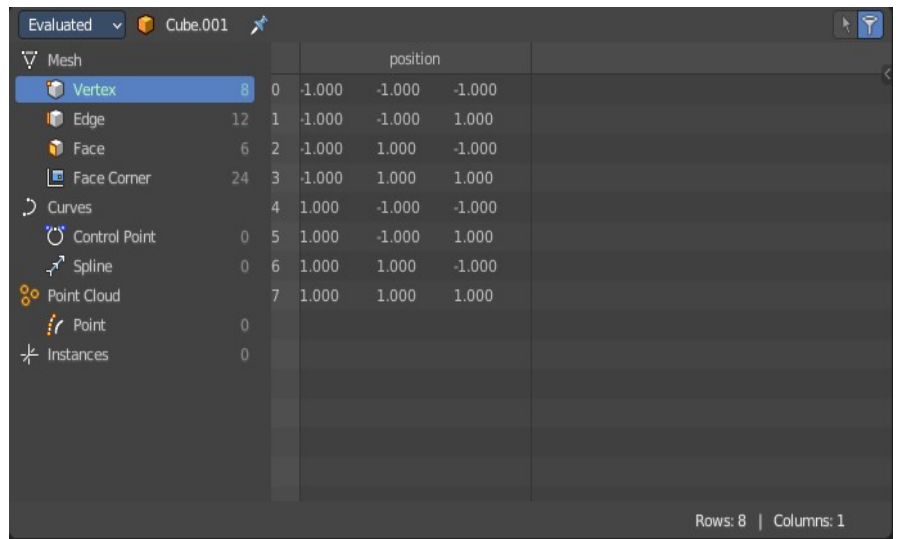
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Spreadsheet

The Spreadsheet Editor allows you to inspect geometry attributes.

The geometry nodes editor allows you to especially inspect specific nodes and their output.

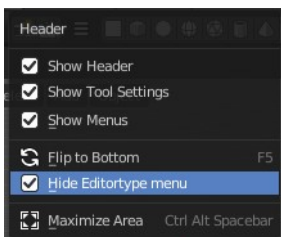
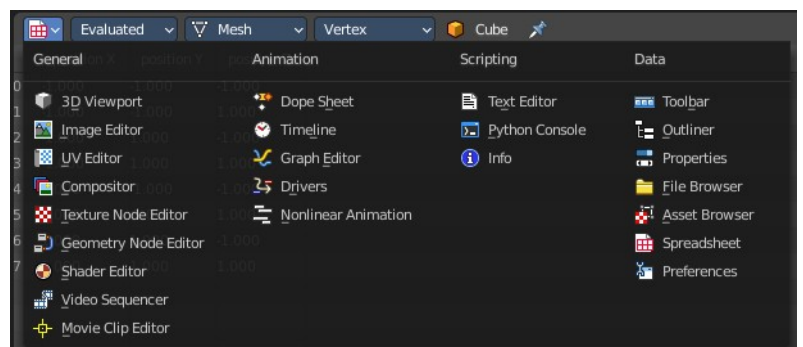
Geometry nodes have a switch for that in the header, which can be turned on or off.



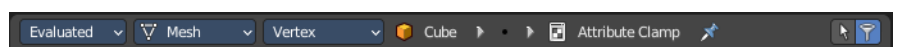
Editortype Menu

Bforartists is made of several editor types. Headers can display a menu where you can switch to other editor types.

This menu is hidden by default. It is meant to edit the layouts, and should not be necessary for regular work. You can reveal it in the header right click menu.

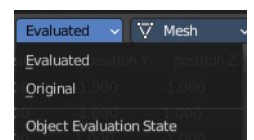


Header tools and options



Object Evaluation State

Display the data of an object at different states of its evaluation.



Evaluated

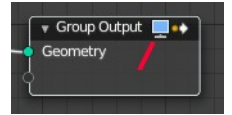
Display the data from object with all modifiers applied.

Original

Display the data from original object without any modifiers applied.

Node

Display the data from the currently active node in the geometry node editor. The active node has the Geometry node output icon in the header on.



Geometry Component Type

Part of the geometry to display data from.

Mesh

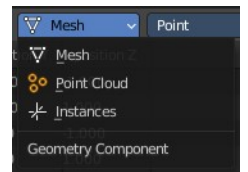
Mesh component containing point, corner, face and edge data.

Point Cloud

Point cloud component containing only point data.

Instances

Display which objects and collections are instanced and their transforms.



Attribute Domain

Attribute domain to display.

Vertex

Display attributes that are stored per vertex.

Edge

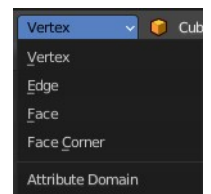
Display attributes that are stored per edge.

Face

Display attributes that are stored per face.

Face Corner

Display attributes that are stored per face corner.

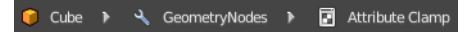


Toggle Pin

Keep the data from the pinned object visible, even when another object becomes the active one.

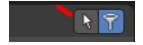
Name of the object

The name of the selected object. This is a breadcrumb menu. It can be collapsed.



Selected Only

This option is only available if the object is in Edit Mode. When checked, only data for the selected mesh elements is shown.



Row Filter

Turn on or off the row filters defined in the sidebar.

Tool Shelf

The tool shelf allows you to filter out the data that you want to look at.

	Mesh	shade_smooth	material_index	normal
0	Vertex 8	<input type="checkbox"/>	0	-1.000 -0.000 0.000
1	Edge 12	<input type="checkbox"/>	0	0.000 1.000 0.000
2	Face 6	<input type="checkbox"/>	0	1.000 -0.000 0.000
3	Face Corner 24	<input type="checkbox"/>	0	0.000 -1.000 0.000
4	Curves	<input type="checkbox"/>	0	0.000 0.000 -1.000
5	Control Point 0	<input type="checkbox"/>	0	0.000 -0.000 1.000
	Spline 0			
	Point Cloud			
	Point 0			
	Instances 0			

Main region

Displays the list of the actual content. This content is dependant of the chosen data types.

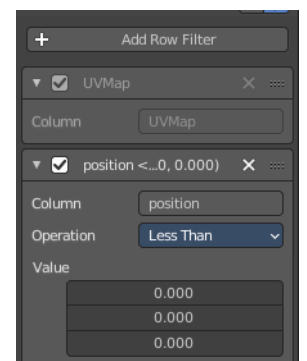
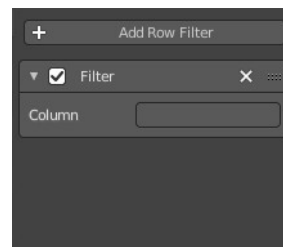
	position X	position Y	position Z
0	-1.000	-1.000	-1.000
1	-1.000	-1.000	1.000
2	-1.000	1.000	-1.000
3	-1.000	1.000	1.000
4	1.000	-1.000	-1.000
5	1.000	-1.000	1.000
6	1.000	1.000	-1.000
7	1.000	1.000	1.000

Sidebar

Here you can define row filters to filter out values in the corresponding rows that you don't want to display.

The filter can then be turned off and on with the filter button in the header.

Note that the sidebar is closed by default. Click at the little triangle button to open it.



Row filter panel

Header

The header allows you to close and open the filter panel by clicking at the triangle button at the front.



Enabled

Enable or disable this filter

Title string

Some rows provides you with further informations in the header. In this case the position of the original geometry.

Remove Row Filter

Removes the filter.

Drag handler

This handler allows you to reorder the panel above or below other panels.

Panel content

Column

To filter out a row you need to type in the name of the row. Attention, this name is case sensitive.

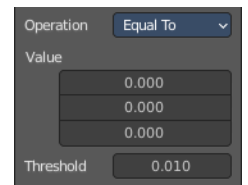
Operation

The filter method to filter out values.



Value

The vector values allows you to set a base value for the single vectors. A position has for example 3 values. A UV map is 2d, and so you just have two values.



Threshold

Just with operation method Equal to.

Allows you to define a threshold in which the "equal to" operation is evaluated. So that a value of 10.001 is still considered as in range for a value of 10 for example.

Footer

The status bar in the footer shows how many rows and columns there are and how many have been filtered out.

