



## 13.1.18 Editors - Compositor Editor - Header - Node menu

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## Node menu

This menu contains further node functionality.

### Move

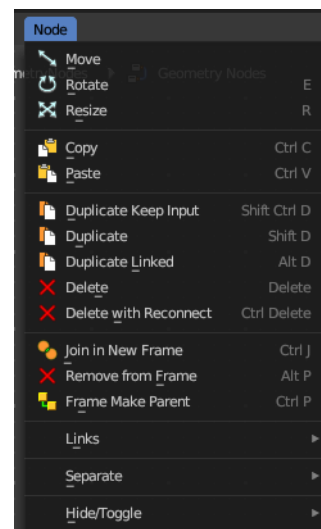
Moves the selected nodes.

### 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.

### Duplicate Linked

Duplicates the selected node(s), but not their node trees.

### 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.

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## 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

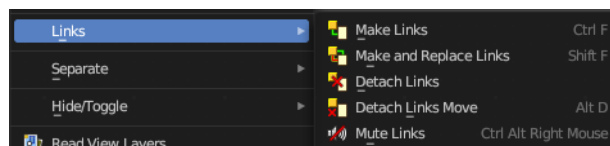
Frame node functionality. Adds the selected node to a frame.

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## 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.

### Mute Links

Mute links with the mouse.

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## Separate

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



## Copy

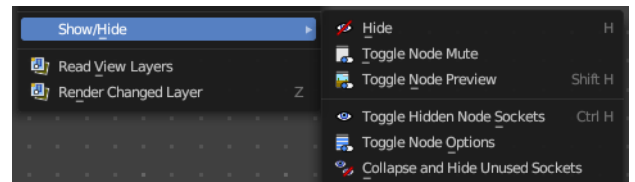
Copies the selected node, and pastes a copy of it outside of the node group. The node group remains unchanged.

## Move

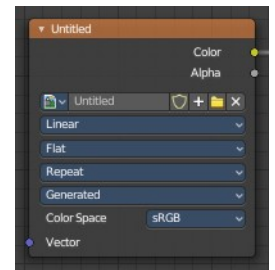
Moves the selected to outside of the node group, and removes it from the node group.

## Show/Hide

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.

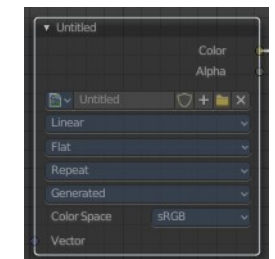


## Toggle Node Mute

Deactivates the node.

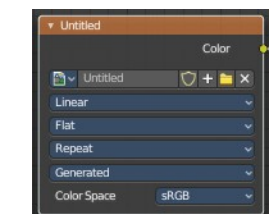
## Toggle Node Preview

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.

