



## 12.1.27 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh Topology

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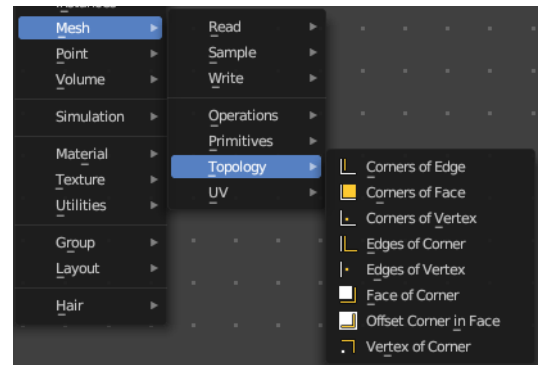
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## Add menu - Mesh - Topology

Mesh topology related nodes.



### Corners of Edge

Retrieve the corners that makes up a edge.

#### Input

##### **Face Index**

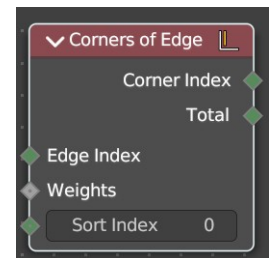
The face to get the data from.

##### **Weights**

Values used to sort the corners of the face.

##### **Sort Index**

Which of the corners to output.



#### Outputs

##### **Corner Index**

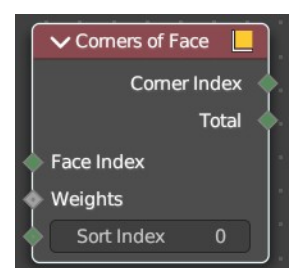
The output corner.

##### **Total**

The number of corners in the face.

### Corners of Face

Retrieve the corners that makes up a face.



## Input

### **Face Index**

The face to get the data from.

### **Weights**

Values used to sort the corners of the face.

### **Sort Index**

Which of the corners to output.

## Outputs

### **Corner Index**

The output corner.

### **Total**

The number of corners in the face.

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## Corners of Vertex

Retrieve face corners connected to vertices.

## Input

### **Vertex Index**

The vertice to get the data from.

### **Weights**

Values used to sort the corners attached to the vertice.

### **Sort Index**

Which of the corners to output.

## Outputs

### **Corner Index**

The output corner.

### **Total**

The number of corners connected to each vertice.

---



## Edges of Corner

Retrieve the edges of both sides of a corner.

### Input

#### ***Corner Index***

The corner to retrieve the data from.

### Outputs

#### ***Next Edge Index***

The edge behind the corner.

#### ***Previous Edge Index***

The edge before the corner.



## Edges of Vertex

Retrieve the edges connected to each vertex.

### Input

#### ***Vertex Index***

The vertice to get the data from.

#### ***Weights***

Values used to sort the edges attached to the vertice.

#### ***Sort Index***

Which of the edges to output.

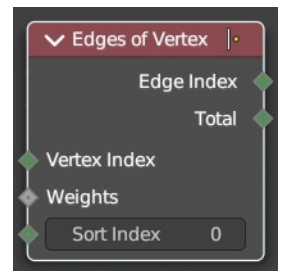
### Outputs

#### ***Edge Index***

The output edge.

#### ***Total***

The number of edges connected to each vertice.



## Face of Corner

Retrieve the faces connected to each corner.

### Input

#### **Corner Index**

The corner to get the data from.

### Outputs

#### **Face Index**

The output faces.

#### **Index in Face**

The index of the corner, starting from the first corner in the face.



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## Offset Corner in Face

Retrieve corners within the same face as another

### Input

#### **Corner Index**

The corner to get the data from.

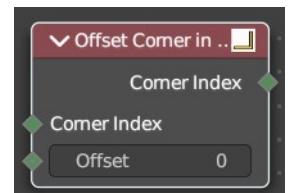
#### **Offset**

The numbers of corners to move around the face before getting the result. It circles around the start of the face if necessary.

### Outputs

#### **Corner Index**

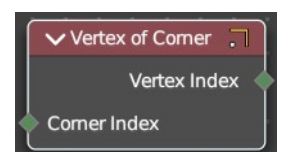
The index of the offset corner.



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## Vertex of corner

Retrieve the vertex each corner is attached to.



## **Input**

### ***Corner Index***

The corner to get the data from.

### ***Offset***

The numbers of corners to move around the face before getting the result. It circles around the start of the face if necessary.

## **Outputs**

### ***Vertex Index***

The vertex each corner is attached to.