

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

### Table of content

Detailed table of content.....	1
Add menu - Mesh - Topology.....	3
Corners of Edge.....	3
Corners of Face.....	3
Corners of Vertex.....	4
Edges of Corner.....	5
Edges of Vertex.....	5
Face of Corner.....	6
Offset Corner in Face.....	6
Vertex of corner.....	6

### Detailed table of content

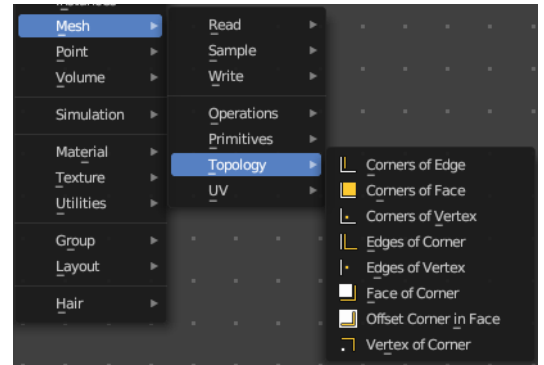
#### Detailed table of content

Detailed table of content.....	1
Add menu - Mesh - Topology.....	3
Corners of Edge.....	3
Input.....	3
Face Index.....	3
Weights.....	3
Sort Index.....	3
Outputs.....	3
Corner Index.....	3
Total.....	3
Corners of Face.....	3
Input.....	4
Face Index.....	4
Weights.....	4
Sort Index.....	4
Outputs.....	4
Corner Index.....	4
Total.....	4
Corners of Vertex.....	4
Input.....	4
Vertex Index.....	4
Weights.....	4
Sort Index.....	4
Outputs.....	4
Corner Index.....	4
Total.....	4
Edges of Corner.....	5
Input.....	5
Corner Index.....	5
Outputs.....	5

Next Edge Index.....	5
Previous Edge Index.....	5
Edges of Vertex.....	5
Input.....	5
Vertex Index.....	5
Weights.....	5
Sort Index.....	5
Outputs.....	5
Edge Index.....	5
Total.....	5
Face of Corner.....	6
Input.....	6
Corner Index.....	6
Outputs.....	6
Face Index.....	6
Index in Face.....	6
Offset Corner in Face.....	6
Input.....	6
Corner Index.....	6
Offset.....	6
Outputs.....	6
Corner Index.....	6
Vertex of corner.....	6
Input.....	7
Corner Index.....	7
Offset.....	7
Outputs.....	7
Vertex Index.....	7

## Add menu - Mesh - Topology

Mesh topology related nodes.



### Corners of Edge

Retrieve the corners that makes up a edge.

#### Input

##### **Face Index**

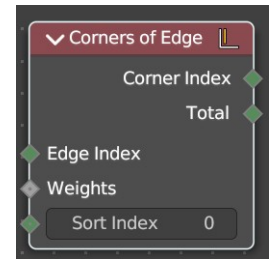
The face to get the data from.

##### **Weights**

Values used to sort the corners of the face.

##### **Sort Index**

Which of the corners to output.



#### Outputs

##### **Corner Index**

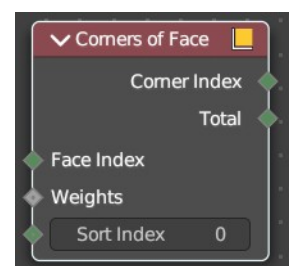
The output corner.

##### **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.

---

## 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.

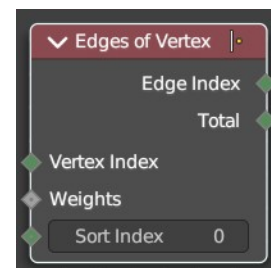
### Outputs

#### **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.

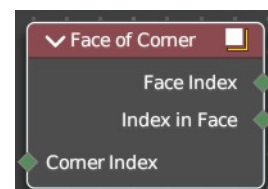
### Outputs

#### **Face Index**

The output faces.

#### **Index in Face**

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



---

## Offset Corner in Face

Retrieve corners within the same face as another

### Input

#### **Corner Index**

The corner to get the data from.

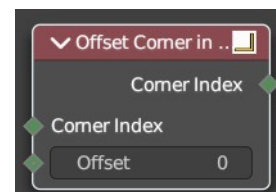
#### **Offset**

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**

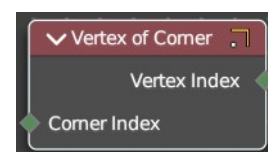
The index of the offset corner.



---

## 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.