

## 12.1.36 Editors - Geometry Nodes Editor - Header - Add Menu - Utilities - Text

### Table of content

Detailed table of content.....	1
Add menu - Utilities - Text.....	2
Join Strings.....	2
Replace Strings.....	3
Slice String.....	3
String length.....	4
String to Curves.....	4
Value to String.....	6
Special Character.....	6

### Detailed table of content

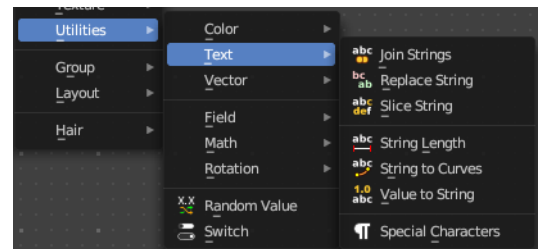
#### Detailed table of content

Detailed table of content.....	1
Add menu - Utilities - Text.....	2
Join Strings.....	2
Inputs.....	3
Delimiter.....	3
Strings.....	3
Output.....	3
String.....	3
Replace Strings.....	3
Inputs.....	3
String.....	3
Find.....	3
Replace.....	3
Output.....	3
String.....	3
Slice String.....	3
Inputs.....	3
String.....	3
Position.....	4
Length.....	4
Outputs.....	4
String.....	4
String length.....	4
Inputs.....	4
String.....	4
Outputs.....	4
Length.....	4
String to Curves.....	4
Inputs.....	4
String.....	4
Size.....	4

- Character Spacing.....4
- Word Spacing.....5
- Line Spacing.....5
- Max Width.....5
- Properties.....5
  - Font property.....5
    - Font browser.....5
    - Font Edit Box.....5
    - Number of Users.....5
    - Fake User.....5
    - Open Font.....5
    - Remove.....5
  - Overflow.....5
  - Align X.....5
  - Align Y.....6
- Output.....6
  - Curve Instances.....6
  - Line.....6
  - Pivot Point.....6
- Value to String.....6
  - Inputs.....6
    - Value.....6
    - Decimals.....6
    - Outputs.....6
      - String.....6
- Special Character.....6
  - Outputs.....6
    - Line Break.....6
    - Tab.....7

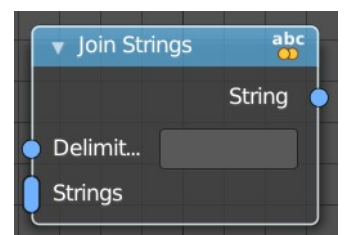
## Add menu - Utilities - Text

Text object related nodes.



### Join Strings

Allows you to join several string into a text string.



## Inputs

### **Delimiter**

Add a delimiter character.

### **Strings**

The strings that you want to join into one text string.

## Output

### **String**

The output string.

---

## Replace Strings

Find and replace strings inside of the input string.

## Inputs

### **String**

The input string.

### **Find**

The string part that you want to replace.

### **Replace**

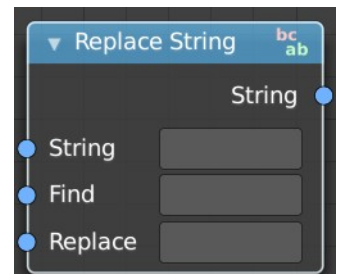
The string part that you use to replace the selected string part.

## Output

### **String**

The strings that you want to join into one text string.

---



## Slice String

Allows you to extract a string from a substring at given position with given length.

## Inputs

### **String**

The source string.



## ***Position***

The start position of the sub string.

## ***Length***

The length of the substring.

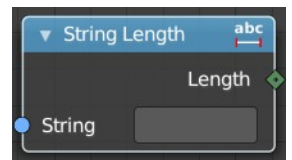
## **Outputs**

### ***String***

The output substring.

## **String length**

Gives back the number of characters in this string.



## **Inputs**

### ***String***

The string that you want to calculate.

## **Outputs**

### ***Length***

How many characters the string has.

## **String to Curves**

Converts the letters of a text into curve objects.

## **Inputs**

### ***String***

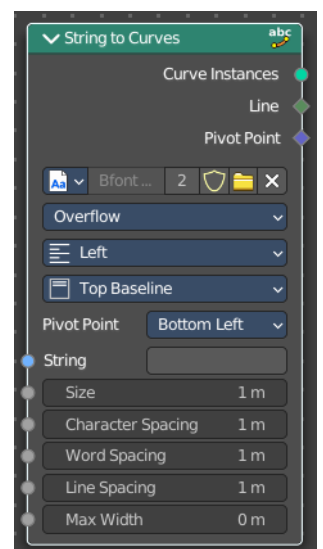
The text string to convert.

### ***Size***

Size of the string.

### ***Character Spacing***

The character spacing of the string.



## ***Word Spacing***

The word spacing of the string.

## ***Line Spacing***

The line spacing of the string.

## ***Max Width***

The maximum width of the string.

## **Properties**

### ***Font property***

#### **Font browser**

A list of the loaded fonts.

#### **Font Edit Box**

The active font.

#### **Number of Users**

The number of users for this font.

#### **Fake User**

Keep this font in the blender file even when it has no users. The default font is special in this regards. It will not vanish when you close the file, even when it has no fake user assigned.

#### **Open Font**

Load a system font.

#### **Remove**

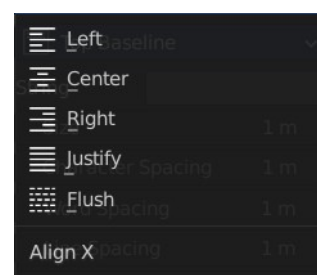
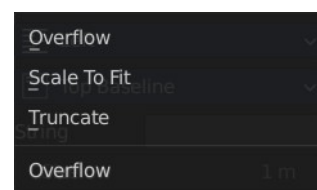
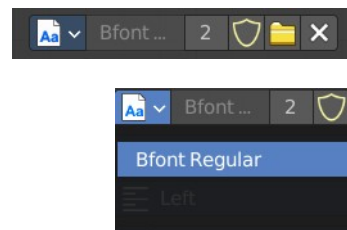
Removes the active font. The default font is special in this regards. You cannot delete it.

#### ***Overflow***

The overflow method for the text.

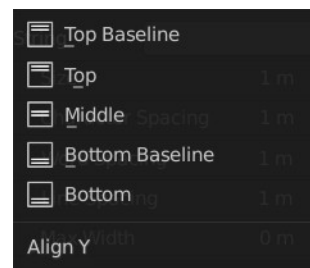
#### ***Align X***

How to align the text horizontally



## ***Align Y***

How to align the text vertically.



## **Output**

### ***Curve Instances***

The curves output.

### ***Line***

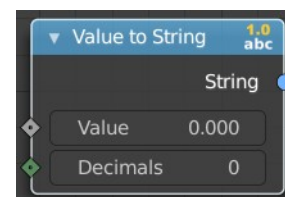
Outputs the line number of the character.

### ***Pivot Point***

Outputs the selected pivot point position per character.

## **Value to String**

Converts a value to a string.



## **Inputs**

### ***Value***

The input value.

### ***Decimals***

How many decimals the value has.

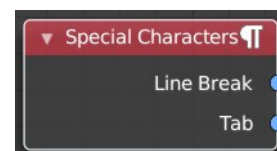
## ***Outputs***

### **String**

The output string.

## **Special Character**

Adds special characters to the text string.



## **Outputs**

### ***Line Break***

Adds a Line Break to the text string.

## ***Tab***

Adds a tab to the text string.