



12.1.41 Editors - Geometry Nodes Editor - Header - Add Menu - Utilities

Table of content

Detailed table of content.....	1
Add menu - Utilities.....	3
Random Value.....	3
Repeat Zone.....	4
Switch.....	5
Index Switch.....	6

Detailed table of content

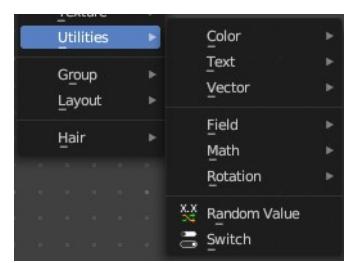
Detailed table of content

Detailed table of content.....	1
Add menu - Utilities.....	3
Random Value.....	3
Input.....	3
Min.....	3
Max.....	3
ID.....	3
Seed.....	3
Properties.....	3
Data Type.....	3
Output.....	3
Value.....	3
Repeat Zone.....	4
Repeat Zone Input.....	5
Input.....	5
Iterations.....	5
Geometry.....	5
Output.....	5
Geometry.....	5
Repeat Zone Output.....	5
Input.....	5
Geometry.....	5
Output.....	5
Geometry.....	5
Switch.....	5
Inputs.....	5
Switch.....	5
A.....	5
B.....	6
Properties.....	6
Input Type.....	6
Outputs.....	6
Output.....	6
Index Switch.....	6

Inputs.....	6
Index.....	6
0 , 1	6
Properties.....	7
Data Type.....	7
Outputs.....	7
Output.....	7

Add menu - Utilities

Utility nodes are mainly for mathematical operations.



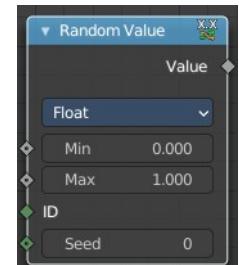
Random Value

Generates a random value.

Input

Min

The minimum value of the range. This input is only available for Float, Integer, and Vector types.



Max

The maximum value of the range. This input is only available for Float, Integer, and Vector types.

ID

An ID to drive the random number generator seed. By default, this input uses the same value as if the ID Node, which is the id attribute of the context geometry if it exists, and otherwise the index.

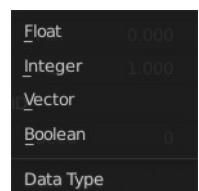
Seed

The random seed for the random number generation.

Properties

Data Type

What kind of random value to create. The items should be self explaining.

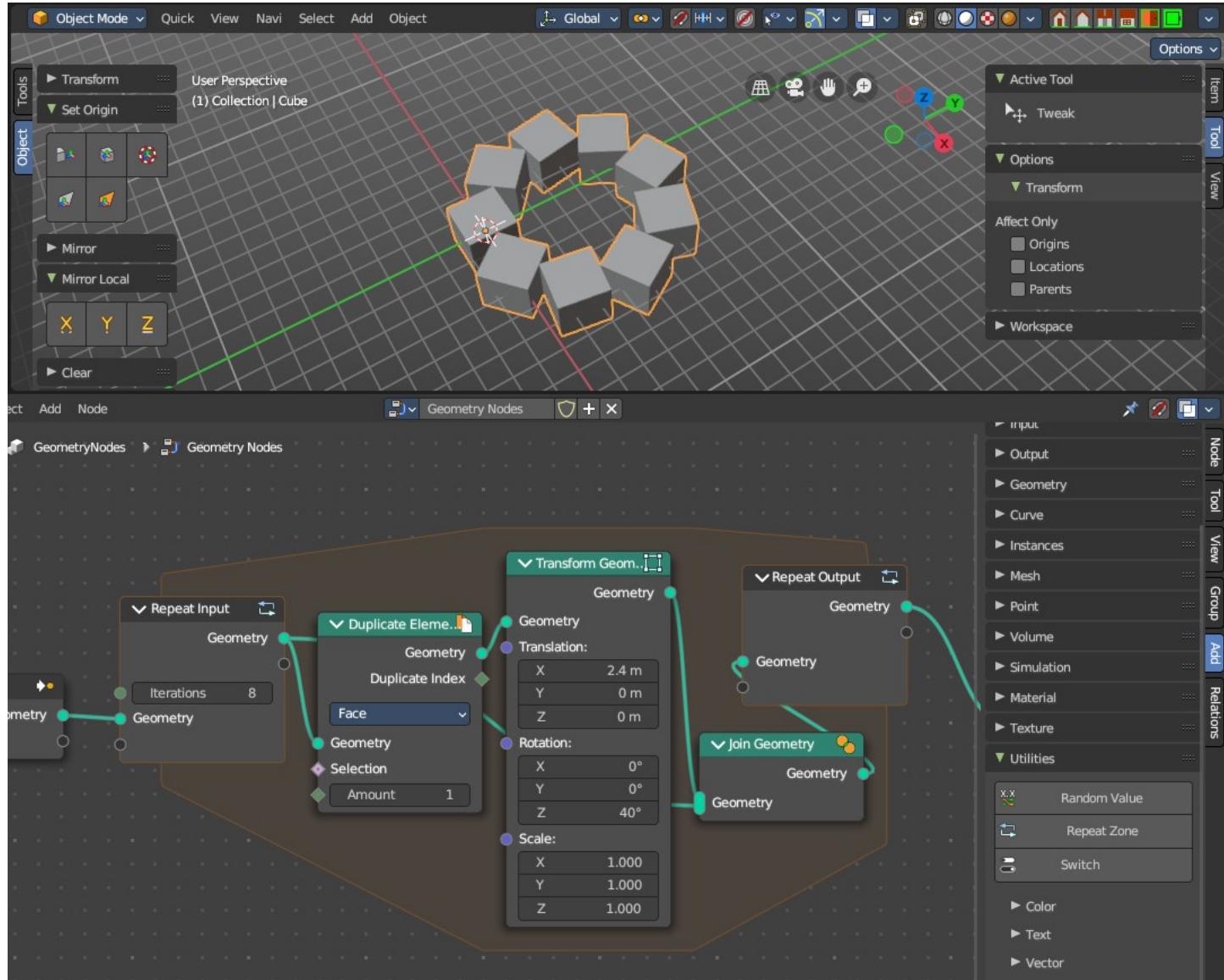


Output

Value

The output value.

Repeat Zone



When adding a repeat zone, two nodes are added with a “zone” set between them. The inputs connected to the *Repeat Input* node reads and gets data at the beginning of the loop before starting the looping - then the data is processed within the zone, here you can set any changes to the data to then repeat the execution again at the beginning of the chain for the next iteration of the loop. This chain of operations is repeated the specified number of times in the *Repeat Input* node.

In the example in the image above, we duplicate the cube, transform it with a rotation, then join it together again. We do this 8 times in a loop, creating a circular array.

Note: It is not possible to set data outside the Repeat Zone, you can only get data from outside the Repeat Zone. Any data connected from the outside of the zone are constant throughout every iteration based on their

value at the current frame. The result of the looping can only be accessed via the Repeat Output node.

Repeat Zone Input

The beginning of the iteration or loop.

Input

Iterations

Number of repetitions or loops.

Geometry

Standard geometry input.

Output

Geometry

Standard geometry output.

Repeat Zone Output

The result and output of the iteration or loop. You can define custom attributes outputs here from the

Input

Geometry

Standard geometry output.

Output

Geometry

Standard geometry output.

Switch

Switch between two inputs values based on a boolean.

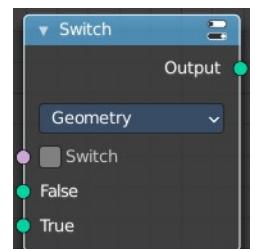
Inputs

Switch

The boolean switch.

A

The input value A. Used when the switch is off.



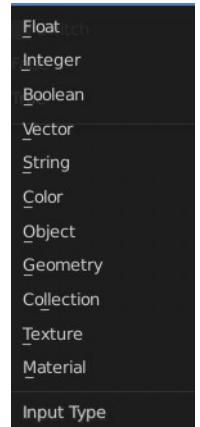
B

The input value B. Used when the switch is on.

Properties

Input Type

What input type the values are, which defines what type to output then.



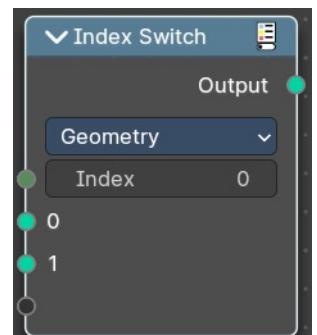
Outputs

Output

Numerical value output.

Index Switch

The Index Switch node is meant as a simpler version of the Menu Switch node. It doesn't allow naming items or displaying them in a dropdown, but still allows choosing between an arbitrary number of items, unlike the regular Switch node where you can just switch between two states.



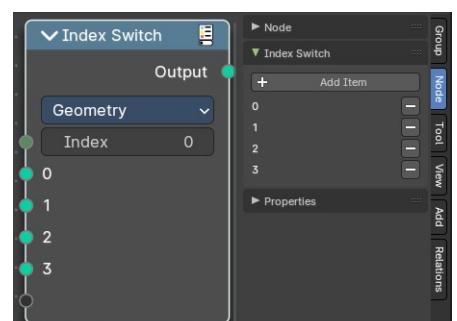
Inputs

Index

Which input to choose.

0, 1 ...

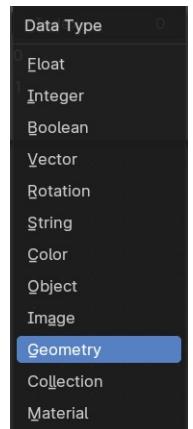
The available input index types that you want to switch between. You can define more input sockets in the sidebar.



Properties

Data Type

What input type to evaluate.



Outputs

Output

The output index.