

12.1.45 Editors - Geometry Nodes Editor - Header - Add Menu - Utilities - Text

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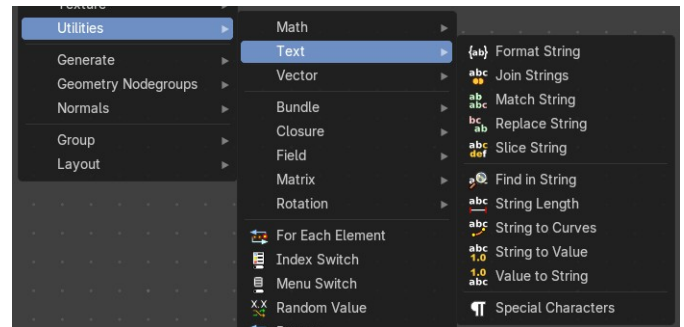
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Add menu - Utilities - Text

Text object related nodes.

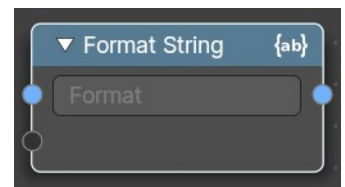


Format String

Insert Values into a string using a Python and path template compatible formatting syntax.

The syntax can be found here:

<https://docs.python.org/3/library/string.html#format-string-syntax>



Inputs

Strings

The strings that you want to modify.

Properties

String

The python syntax to modify the string.

Output

String

The output string.

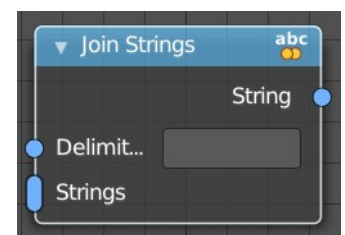
Join Strings

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.

Match Strings

Allows you to compare strings to match conditions

Inputs

String

The input string.

Key

An input key.

Properties

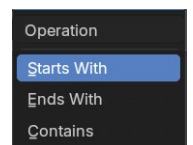
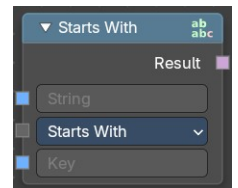
Operation

What string condition to match.

Output

Result

The output strings that matches the condition.



Replace Strings

Find and replace strings inside of the input string.

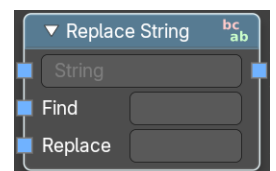
Inputs

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.

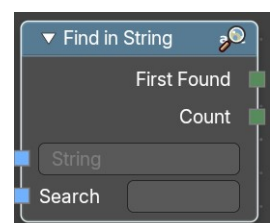
Outputs

String

The output substring.

Find in String

Returns an integer of the total count of matching strings or the first integer position of a matching string



Inputs

String

The string that you want to search in.

Search

The string that would be matched in the string search.

Outputs

First Found

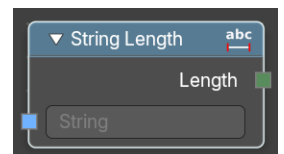
Returns the integer position of the first character of the found string.

Count

Returns an integer position of the first character of the found string.

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

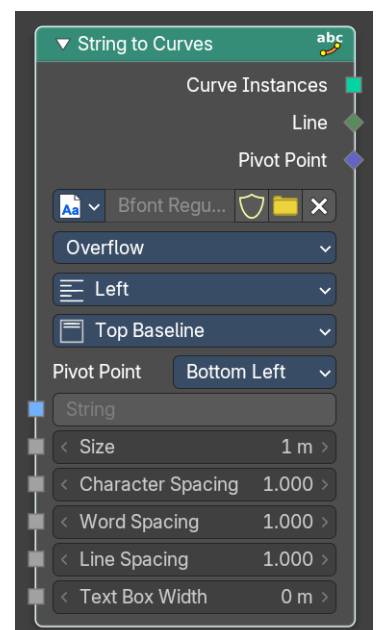
Size of the string.

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

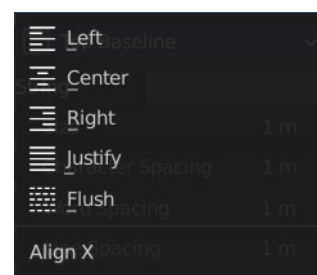
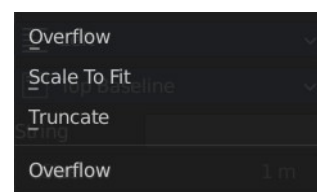
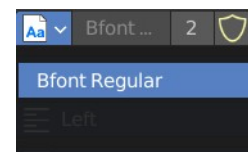
Removes the active font. The default font is special in this regards. You cannot delete it.

Overflow

The overflow method for the text.

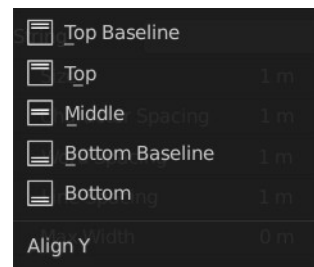
Align X

How to align the text horizontally



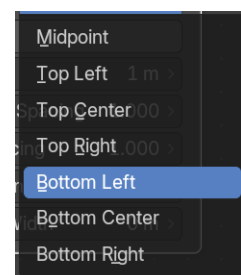
Align Y

How to align the text vertically.



Pivot Point

What point of the string to use as the pivot point.



Output

Curve Instances

The curves output.

Line

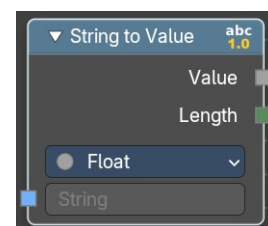
Outputs the line number of the character.

Pivot Point

Outputs the selected pivot point position per character.

String to Value

Converts a **string input** (e.g. "3.14" or "42") into a **numeric value** that can be used in fields, modifiers, or procedural logic. It also outputs the **length** of the string for additional control or validation.



Inputs

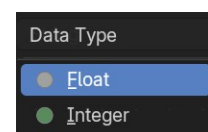
String

The input string.

Properties

Data Type

Specifies the target data type for conversion



Outputs

Value

The output value.

Length

The number of characters in the input string as an Integer.

Value to String

Converts a value to a string.

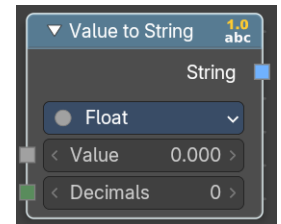
Inputs

Value

The input value.

Decimals

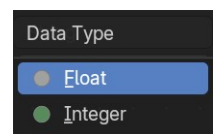
How many decimals the value has.



Properties

Data Type

Specifies the target data type for conversion



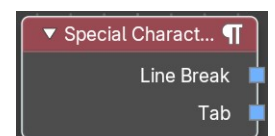
Outputs

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.