

## 12.1.47 Editors - Geometry Nodes Editor - Header - Add Menu - Hair - Read

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### Detailed table of content

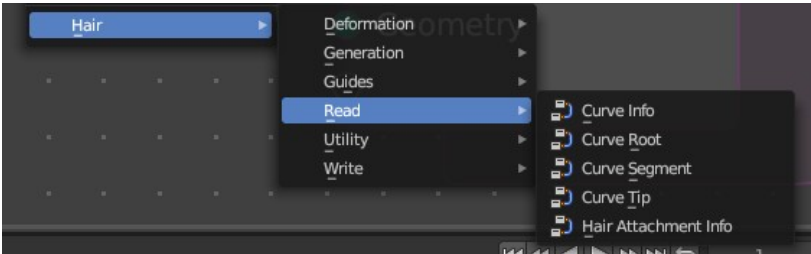
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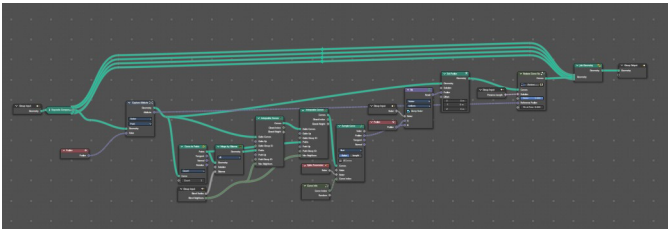
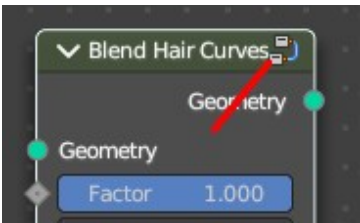
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## Add menu - Hair - Read

Hair nodes are Node Groups found in the Essentials Library included with Bforartists. They differ from the other nodes in the add menu due to being mid level node groups instead of individual low level nodes.



You can enter the node tree by clicking at the icon up right. Tab to leave the node tree. And you can of course also edit the node tree.



### Curve Info

Reads information about each curve.

### Output

#### Curve Index

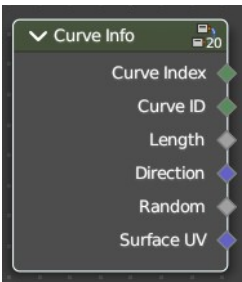
Index of each curve.

#### Curve ID

ID of each curve.

#### Length

Length of each curve.



## ***Direction***

Direction of each curve.

## ***Random***

Random Vector of each curve.

## ***Surface UV***

Attachment surface UV coordinate of each curve.

## **Curve Root**

Reads information about the root point of each curve.

### **Output**

#### ***Root Selection***

Boolean selection of curve root points.

#### ***Root Position***

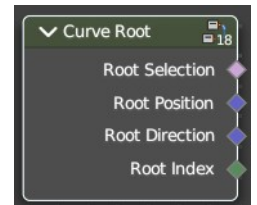
The position of a root point of a curve.

#### ***Root Direction***

Direction of the root segment of a curve.

#### ***Root Index***

Index of the root point of a curve.



## **Curve Segment**

Reads the information of the curve segment before the current point.

### **Output**

#### **Segment Length**

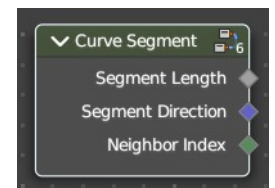
Length of the segment

#### **Segment Direction**

Direction of the segment

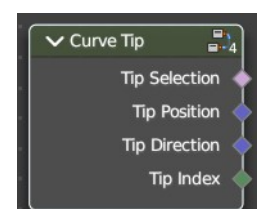
#### **Neighbor Index**

Index of the neighbouring point on segment.



## **Curve Tip**

Reads information about the tip point of each curve.



## Output

### Tip Selection

Boolean selection of the tip points.

### Tip Position

Position of the tip point of a curve.

### Tip Direction

Direction of the segment of the tip point of a curve.

### Tip Index

Index of the tip point of a curve.

## Hair Attachment Info

Reads attachment information regarding a surface mesh.

## Input

### *Surface Geometry*

Surface geometry of the curve attachment.

### *Surface UV Map*

Surface UV map used for attachment.

## Output

### *Attachment UV*

Surface attachment UV coordinate stored on each curve.

### *Attachment is Valid*

Is the attached UV coordinate valid?

### *Surface Normal*

The normal direction of the surface mesh at the attachment point.

