

## 12.1.54 Editors - Geometry Nodes Editor - Header - Node menu

### Table of content

Node menu.....	2
Move.....	2
Rotate.....	2
Resize.....	2
Copy.....	2
Paste.....	2
Duplicate Keep Input.....	2
Duplicate.....	2
Delete.....	2
Delete with Reconnect.....	2
Join new Frame.....	3
Remove from Frame.....	3
Frame Make Parent.....	3
Rename.....	3
Links.....	3
Make Links.....	3
Make and Replace Links.....	3
Cut Links.....	3
Detach Links.....	3
Detach Links Move.....	3
Mute Links.....	3
Separate.....	3
Copy.....	4
Move.....	4
Hide / Toggle.....	4
Hide.....	4
Toggle Node Mute.....	4
Toggle Node Preview.....	4
Toggle hidden node sockets.....	4
Toggle Node Options.....	4
Collapse and Hide Unused Sockets.....	4

## Node menu

This menu contains further node functionality.

### Move

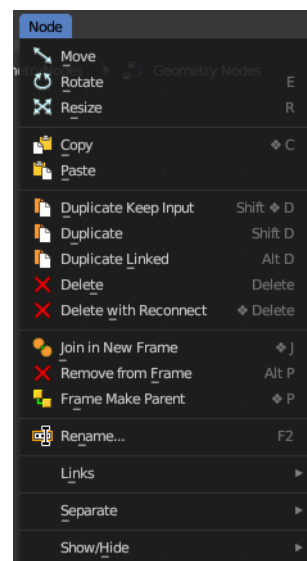
Moves the selected nodes.

### Rotate

You can't rotate single nodes, obviously. But when you have more than one selected then you can rotate them around their center point.

### Resize

You can't resize single nodes, obviously. But when you have more than one selected then you can scale them around their center point.



### Copy

Copies the selected node(s).

### Paste

Pastes the selected node(s).

### Duplicate Keep Input

This works at nodes that have a connected input. Duplicating will keep the input connections established in the duplicated node. The output connections will be removed.

### Duplicate

Duplicates the selected node(s). All connections will be removed in the duplicated node.

### Delete

Deletes the selected node(s).

### Delete with Reconnect

Deletes the selected node(s). When this node is in the middle of a connection, then the connections will be reconnected.

## Join new Frame

Frame node functionality. Adds the selected node to a frame.

## Remove from Frame

Frame node functionality. Removes the selected node from a frame.

## Frame Make Parent

Frame node functionality. Adds the selected node to a frame.

## Rename

Allows you to rename the selected node. A popup dialog will appear where you can change the name of the node. Press enter to make it real.

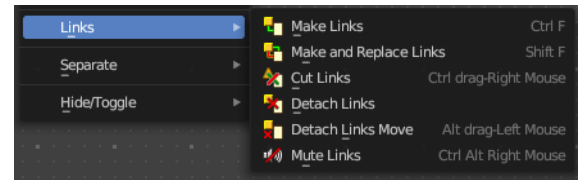


---

## Links

### Make Links

Tries to connect nodes where it makes sense.



### Make and Replace Links

Same as Make Links. But it will replace existing links.

### Cut Links

Mouse only tool. Cut links by moving with the mouse over the connection

### Detach Links

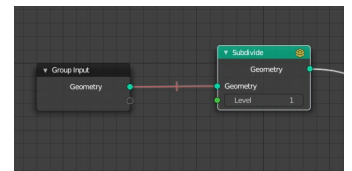
Removes all connections from the selected node, but tries to reconnect the remaining nodes.

### Detach Links Move

Removes all connections from the selected node by dragging.

### Mute Links

Allows you to mute links instead of disconnecting it by painting over the link connection. To unmute, use the tool again. Hotkey only tool. Please use the hotkey.



---

## Separate

Node group functionality. You need to be in edit group mode.



## Copy

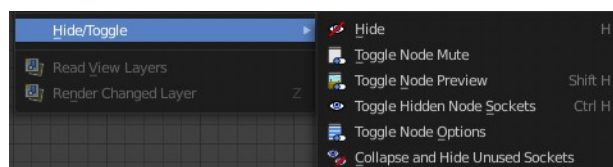
Copies the selected node, and pastes a copy of it outside of the node group. The node group remains unchanged.

## Move

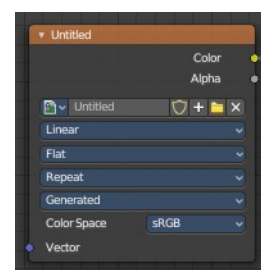
Moves the selected to outside of the node group, and removes it from the node group.

## Hide / Toggle

Here you find hide options to make the display of nodes more compact.

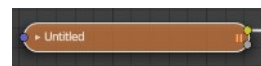


Demonstration happens at an image node.



## Hide

Hides everything but input and output dots. To view the full node again perform the operator again. It's a toggle. Or click at the triangle left besides the node name.

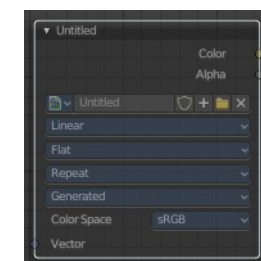


## Toggle Node Mute

Deactivates the node.

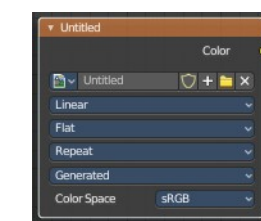
## Toggle Node Preview

This is a compositor feature for the preview image. It does not belong here, but shares the same menu. It shows or hides the preview image.



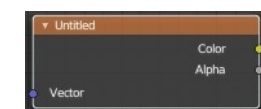
## Toggle hidden node sockets

Toggles away the unused node sockets. In this case the vector input node socket and the alpha output node socket will be hidden.



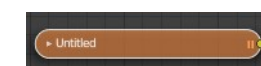
## Toggle Node Options

Hides away the properties.



## Collapse and Hide Unused Sockets

Like Hide. Hides everything but the node sockets. But it also hides the unused node



sockets.