

12.1.7 Editors - Geometry Nodes Editor - Header - Add Menu - Input - Constant

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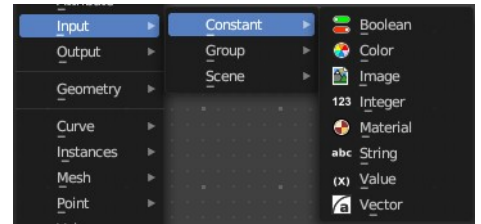
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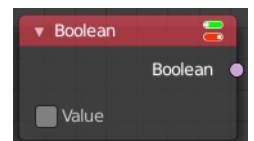
Add menu - Input - Constant

Here you find input nodes.



Boolean

Inputs a boolean value.



Properties

Value

The input boolean.

Outputs

Boolean

The boolean state.

Color

Define a input color.

This node is a color wheel.

Clicking at the color field at the bottom will reveal the standard Blender color dialog, where you can input numeric values.



Outputs

Color

Standard color output.

Image

Add a input image.

Properties

Image

Load or connect a image.

New

Create a new image.

Opens a new image dialog where you can adjust the color, size and further settings.

Open

Open a existing image.

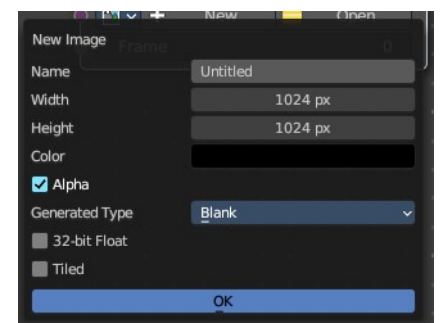
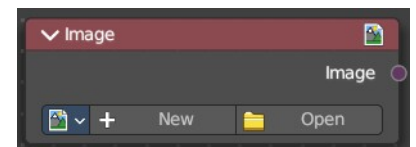


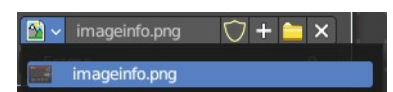
Image prop

Image browser

A list of available images

Image name

The name of the image



Fake user

Add a fake user to this asset.

New

Create a new image.

Opens a new image dialog where you can adjust the color, size and further settings.

Open Image

Open an existing image.

Remove

Removes the image as the active image.

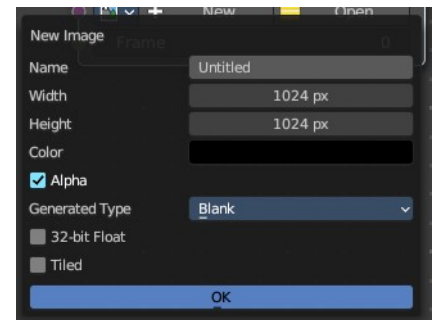
Frame

For videos. Which frame to use.

Outputs

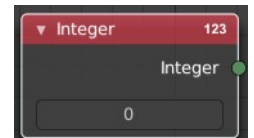
Image

The output image.



Integer

Inputs an integer value.



Properties

Value

The input integer.

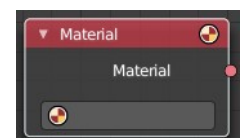
Outputs

Integer

The integer value.

Material

Retrieve a material.



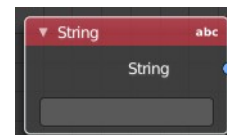
Outputs

Material

The material output.

String

Input a string.



Properties

String

The string that you want to input.

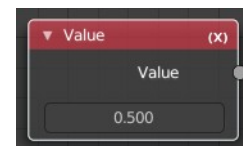
Outputs

Value

The value set in the node properties.

Value

Input numerical values to other nodes in the tree.



Properties

Value

Single numerical value (floating point).

Outputs

Value

The value set in the node properties.

Vector

Creates a single vector of three values that can be used as an input.

Properties

X Y Z

The values of the vector.



Output

Vector

Standard vector output.