



## 12.3.1 Editors - Geometry Nodes Editor - Sidebar - Group tab

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## Group tab - Input panel

Manage the input properties of the Group Input node.

More than one input slot can be useful when you want to modify the geometry in more than one way.

### Inputs

#### List

List of available input, output or Panel slots.

The list can be sorted by dragging the items around.

#### Drag handler

Resize the list.

#### Search

Opens a search field with its options.

#### New Item

Adds a new input slot to the list.

#### Input

Adds a new input slot to the list.

#### Output

Adds a new output slot to the list.

#### Panel

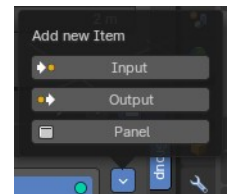
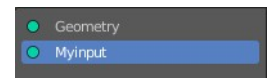
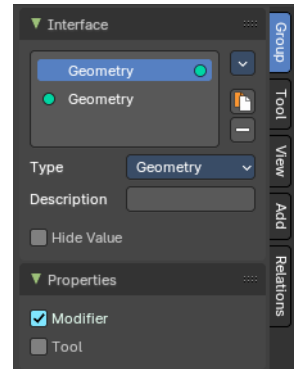
Adds a new panel slot to the list.

#### Duplicate Item

Move the selected node up or down in the list.

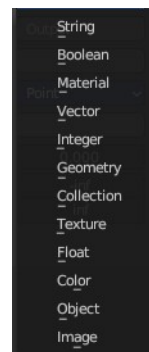
#### Remove Item

Removes the selected input slot from the list.



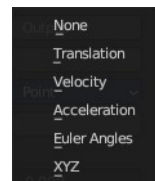
## Type

What kind of node output it is.



## Subtype

Some node types have a subtype dropdown menu. Vector or Float for example. The subtype menu allows you to define the type even more.



## Name

Change the name of the current selected input slot. Type in a new name and hit enter.



## Tooltip

Add a tooltip to the output.

## Default Attribute

The default attribute name that is used when the node group is used by a geometry nodes modifier.

## Default

The default value for the input node.

## Min

The minimum value for the input node.

## Max

The maximum value for the input node.

## Hide Value

Hide the input value even when the socket is not connected.

## Hide in Modifier

Don't show the input value in the geometry nodes modifier interface.

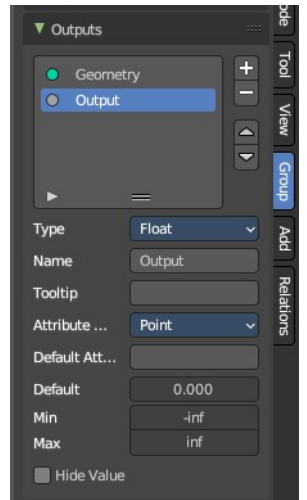
## Single Value

Only allow single value input, and not fields.

# Group tab - Output panel

Manage the output properties of the Group Output node.

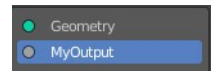
More than one input slot can be useful when you want to modify the geometry in more than one way.



## Outputs

### List

List of available input or output slots.



### Drag handler

Resize the list.



### Search

Opens a search field with its options.

### Add Node Tree Interface Socket

Adds a new output slot to the list.



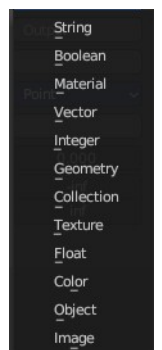
### Sort

Move the selected node up or down in the list.



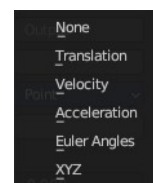
### Type

What kind of node output it is.



## Subtype

Some node types have a subtype dropdown menu. Vector or Float for example. The subtype menu allows you to define the type even more.



## Name

Change the name of the current selected input slot. Type in a new name and hit enter.

The X button at the end will remove the selected input slot from the list.

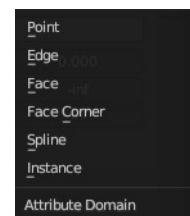


## Tooltip

Add a tooltip to the output.

## Attribute Domain

Attribute Domain that is used by the geometry nodes modifier to create an attribute output.



## Default Attribute

The default attribute name that is used when the node group is used by a geometry nodes modifier.

## Default

The default value for the output node.

## Min

The minimum value for the input node.

## Max

The maximum value for the output node.

## Hide Value

Hide the input value even when the socket is not connected.