



12.3.2 Editors - Geometry Nodes Editor - Sidebar - Node tab

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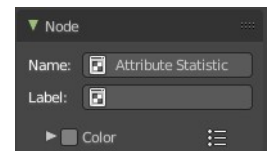
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Node panel

Name

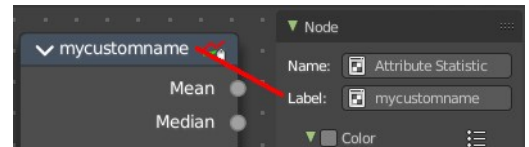
The name of the selected node. Read only.

Despite being read only, this text can be edited. But be careful, it will not change the name in the header of the node. And it does not snap back to the original name of the node when you remove the custom text.



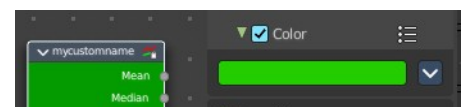
Label

Allows you to define a custom name for the selected node. This text does change the name in the header of the node.



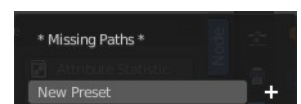
Color Subpanel

Define a custom color for the node. A click at the color field opens a color picker.



Presets

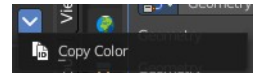
Add color presets.



Node color specials

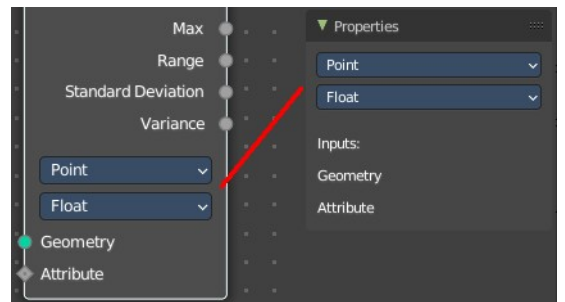
Copy Color

Copies the color. Which doesn't help you since you cannot paste it.



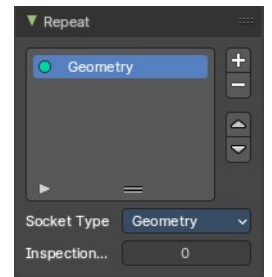
Properties panel

Lists the properties of the node in editable form. And the inputs in text form.



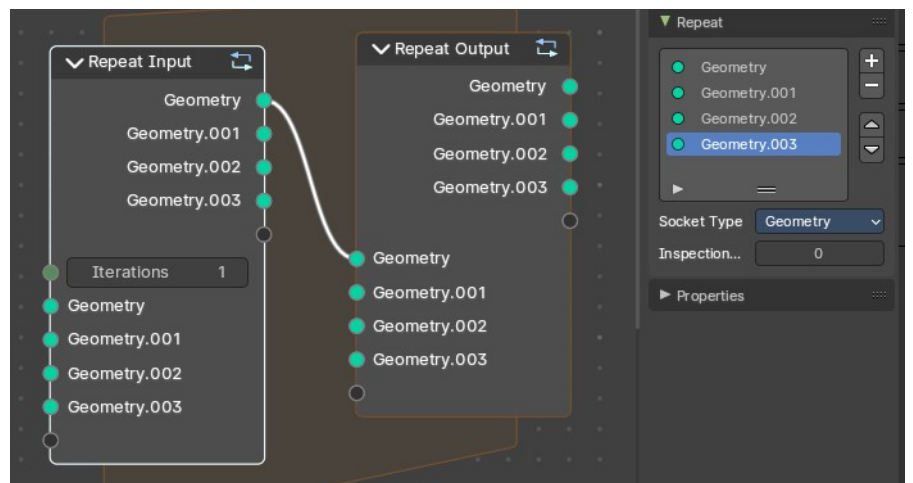
Repeat panel

Repeat Zone node only. Repeat Zone settings.



Active Item Index

List of active in- and output sockets.



Add Repeat Item

Adds a new socket item.

Remove Repeat item

Removes the selected socket item.

Move Repeat Item up or down

Moves up or down the selected socket item.

Filter Options

When you click at the arrow button down left then you can reveal the filter options.



Filter by name

Filter the content by name by typing in the name in the field.

Invert

Inverts the filtering by name.

Sort by Name

Sort alphabetically. A is at the top.

Reverse

Sort alphabetically in reverse order. A is at the end of the list.

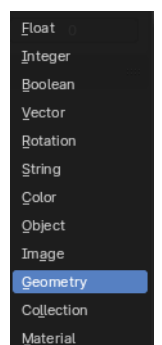
Pull handler

Resize the list.



Socket Type

What socket type the currently selected socket is.



Inspection Index

Iteration index that is used by inspection features like the viewer node or socket inspection. This value specifies which iteration should be used by the inspection features.