



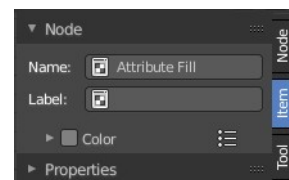
## 12.3.3 Editors - Geometry Nodes Editor - Sidebar - Node Tab

### Table of content

Node Tab - Node Panel.....	1
Name.....	1
Label.....	1
Color sub menu.....	1
Color checkbox.....	1
Presets.....	1
Color.....	1
Node color specials.....	2
Copy Color.....	2
Node Tab - Properties Panel.....	2

### Node Tab - Node Panel

In this panel you can give nodes and node groups a name and a label, and change its color.

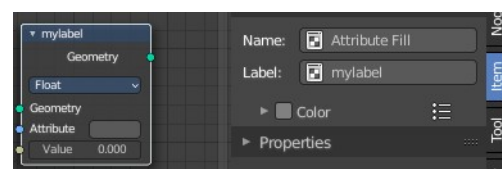


#### Name

The type of the node.

#### Label

The label name of the node.



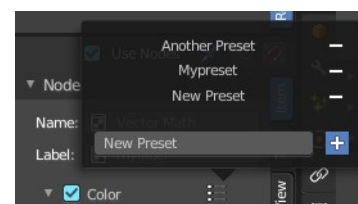
#### Color sub menu

#### Color checkbox

The Color checkbox turns custom color on or off.

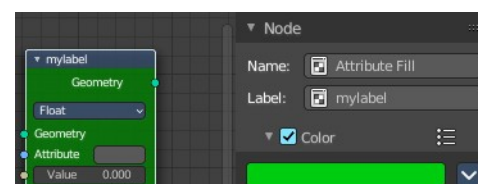
#### Presets

Store some color presets and reuse them. They are stored globally, and transfers to other blend files.



#### Color

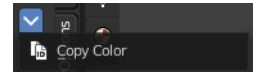
Choose a custom color. A click at the color field will open a color picker.



## Node color specials

### *Copy Color*

Allows you to copy the color.



## Node Tab - Properties Panel

This panel shows usually the same properties than the properties at the node. These properties are already explained in the Add menu chapters. So we won't repeat them here.

