



13.1.17 Editors - Shader Editor - Header - Node menu

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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.

Cut

Cuts the selected node(s) and copies to clipboard, then removes it from the current material node setup, while reconnecting any nodes links that were connected.

Copy

Copies the selected node(s) to the clipboard, for reuse with the paste operator in the current or other instances of Bforartists that are open.

Paste

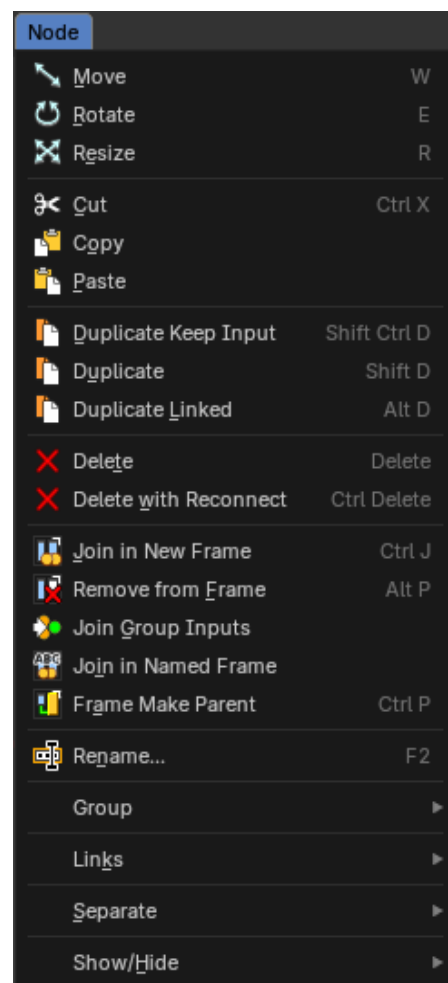
Pastes the selected node(s) from the above mention copy operator that are in the clipboard, in the current session of Bforartists or another instance that are open.

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.



Duplicate Linked

Duplicates the selected node(s). But not their node trees. And move them.

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 in 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.

Join Group Inputs

Merge selected group input nodes into one if possible.

Join in Named Frames

Create a new frame node, and name it immediately.

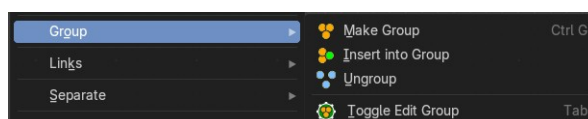
Frame Make Parent

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

Rename

Rename the selected node.

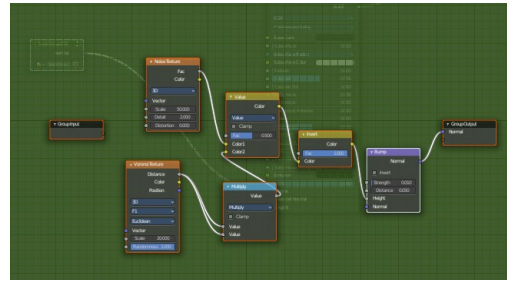
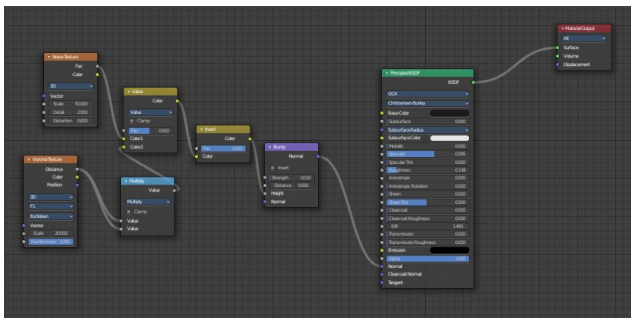
Group submenu



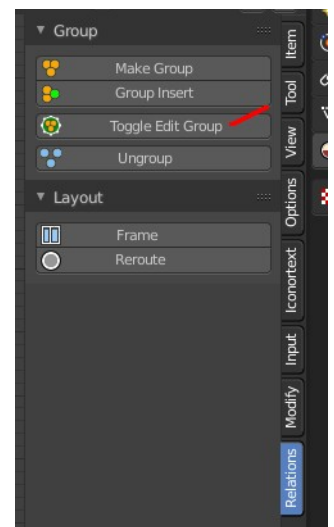
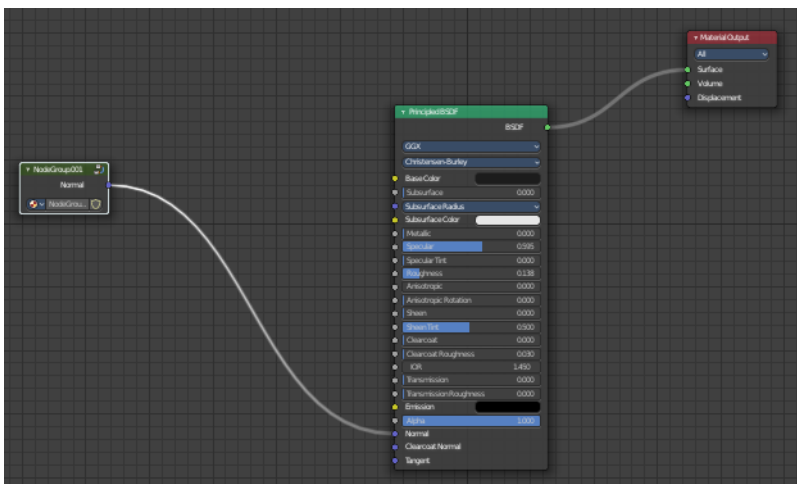
Make Group

Groups the selected nodes together.

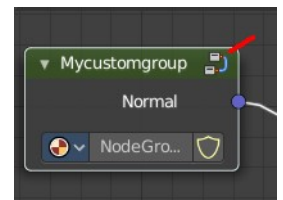
Select the nodes that you want to group together. Choose Make Group. You will now see a green background. This indicates that the group is created, and that you are in edit mode for the group now.



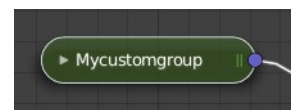
To exit the group edit mode press Tab key, or choose Toggle Edit Group menu item in the sidebar in the Relations tab in the Group panel. That way you can also enter the Group Edit mode again.



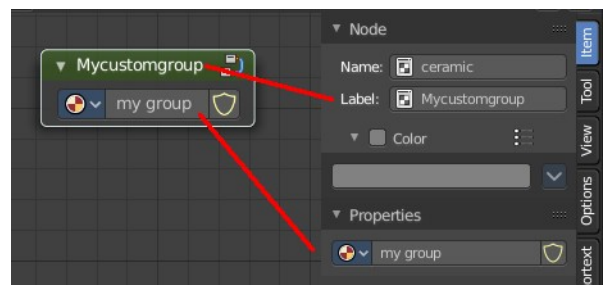
There is a third way to enter the group edit mode. Click at the right upper icon of the group node.



A group can be further collapsed by clicking at the triangle button in the upper left corner.



The group can be renamed in the sidebar in the Item tab and in the Properties tab in the Node panel.



Insert into Group

Allows you to insert a node into a node group.

Select the node, hold down Shift, then select the node group so that both are selected. Then perform the operator.

Ungroup

Ungroups an existing group. You need to be outside of the group edit mode.

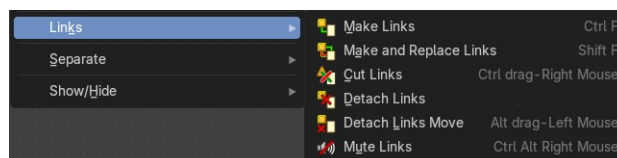
Toggle Edit Group

Enters a node group for editing. Or when you are in a node group, exits the node group editing.

Links submenu

Make Links

Tries to connect nodes where it makes sense. For example, the BSDF output of a Principled shader with the Surface input of the Material Output node.



Make and Replace Links

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

Cut Links

Cut the links under the mouse.

Detach Links

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

Detach Links Move

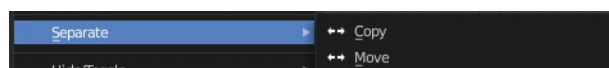
Removes all connections from the selected node by dragging.

Mute Links

Mute the links under the mouse.

Separate submenu

Node group functionality. You need to be in edit group



mode.

Copy

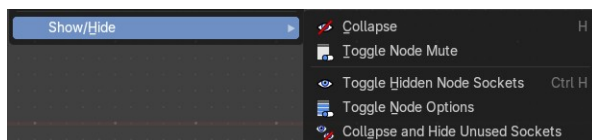
Copies the selected node, and pastes a copy of it outside of the node group. The node group remains unchanged.

Move

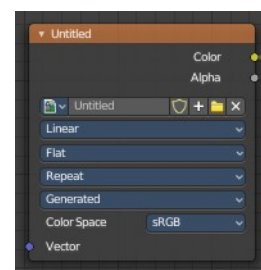
Moves the selected to outside of the node group, and removes it from the node group.

Show/Hide submenu

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

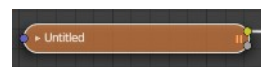


Demonstration happens at an image node.



Collapse

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.

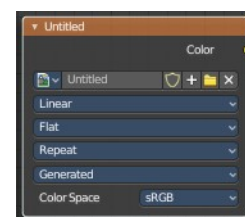


Toggle Node Mute

Deactivates the node.

Toggle 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.

