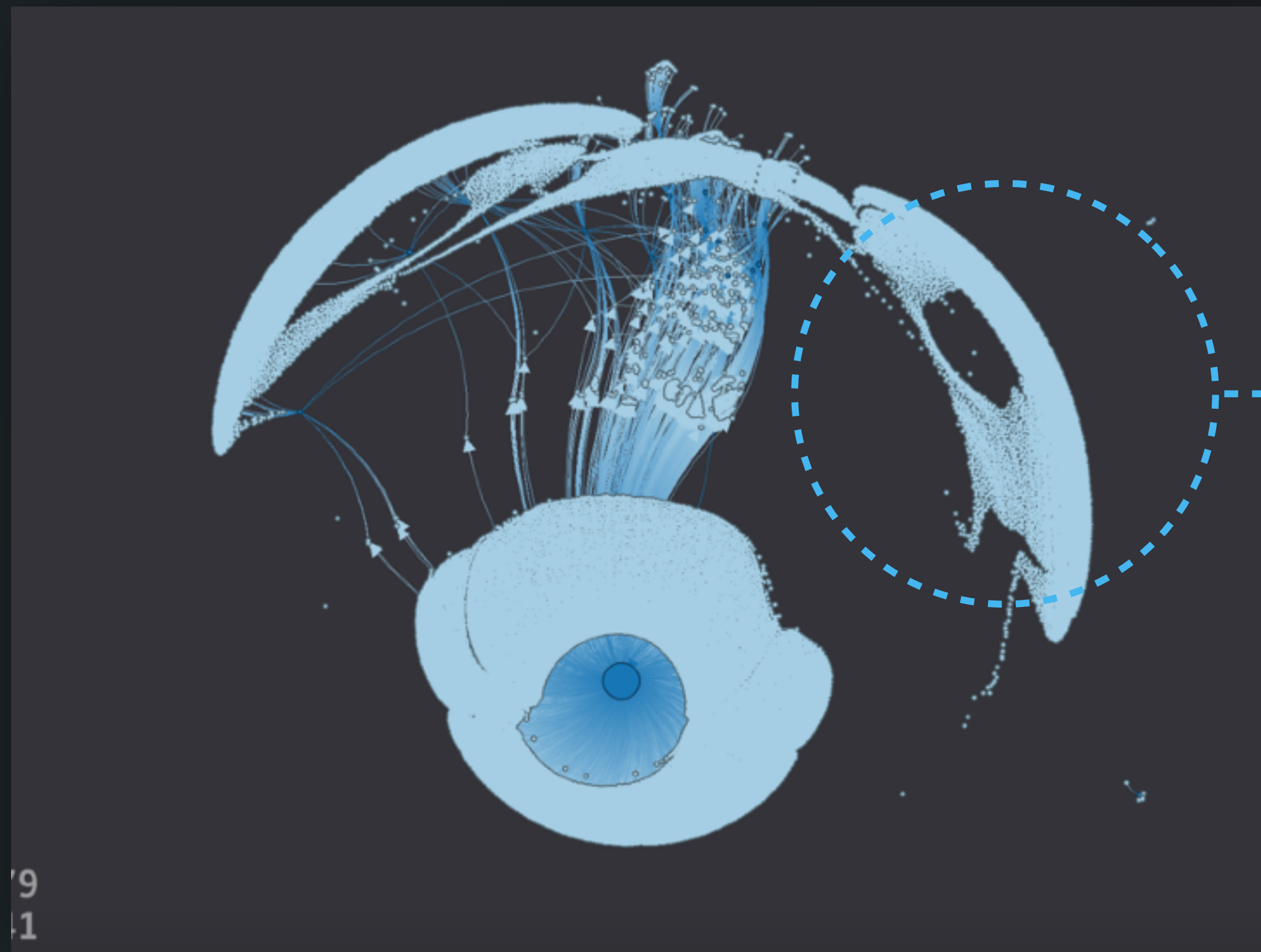


# Prune Isolated Nodes

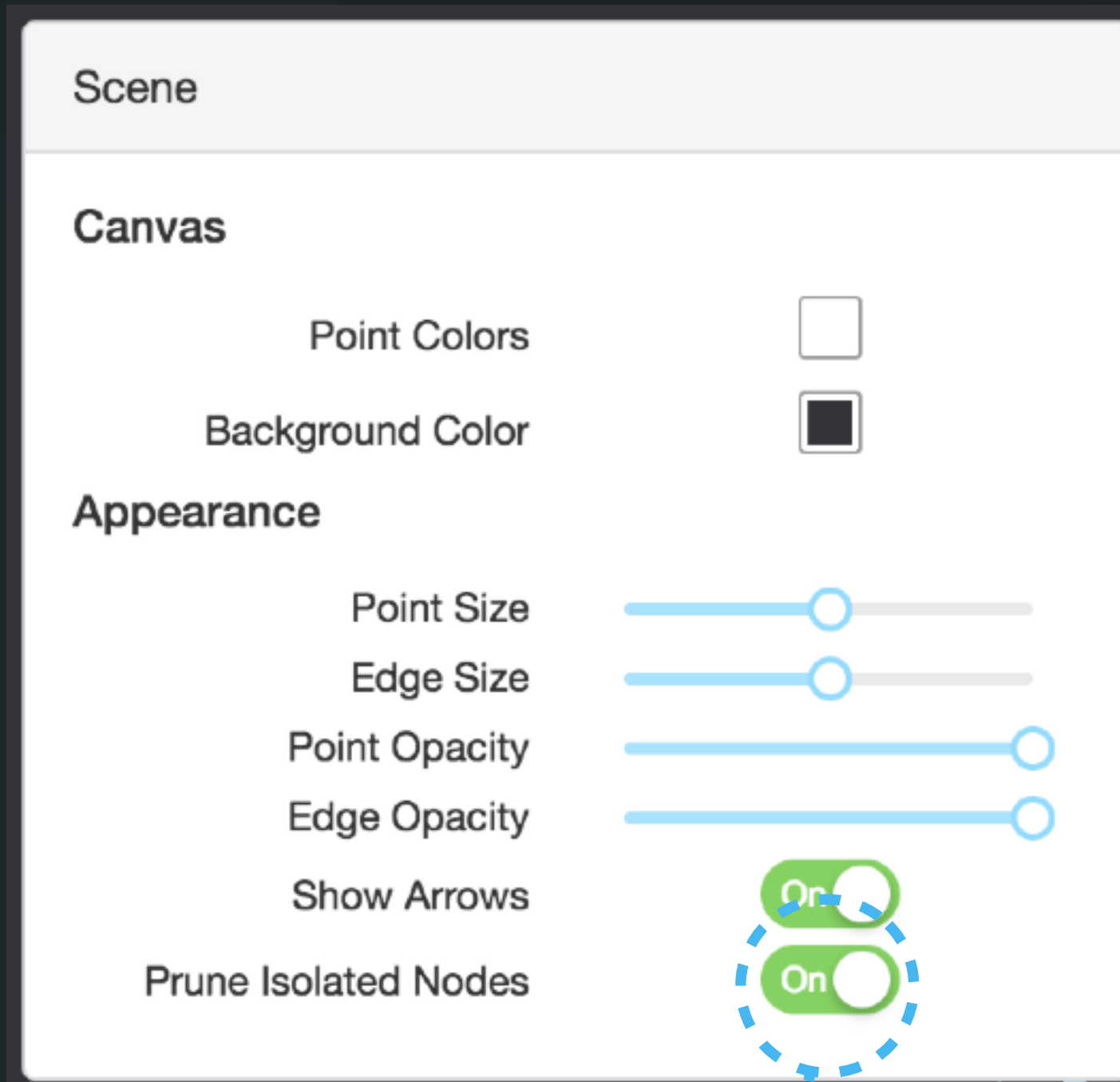
Prune Isolated Nodes lets you exclude all of the nodes with 0 degree connection to other elements in the graph (Nodes without edges)



**These nodes are disconnected from our graph,so we might want to exclude them.**

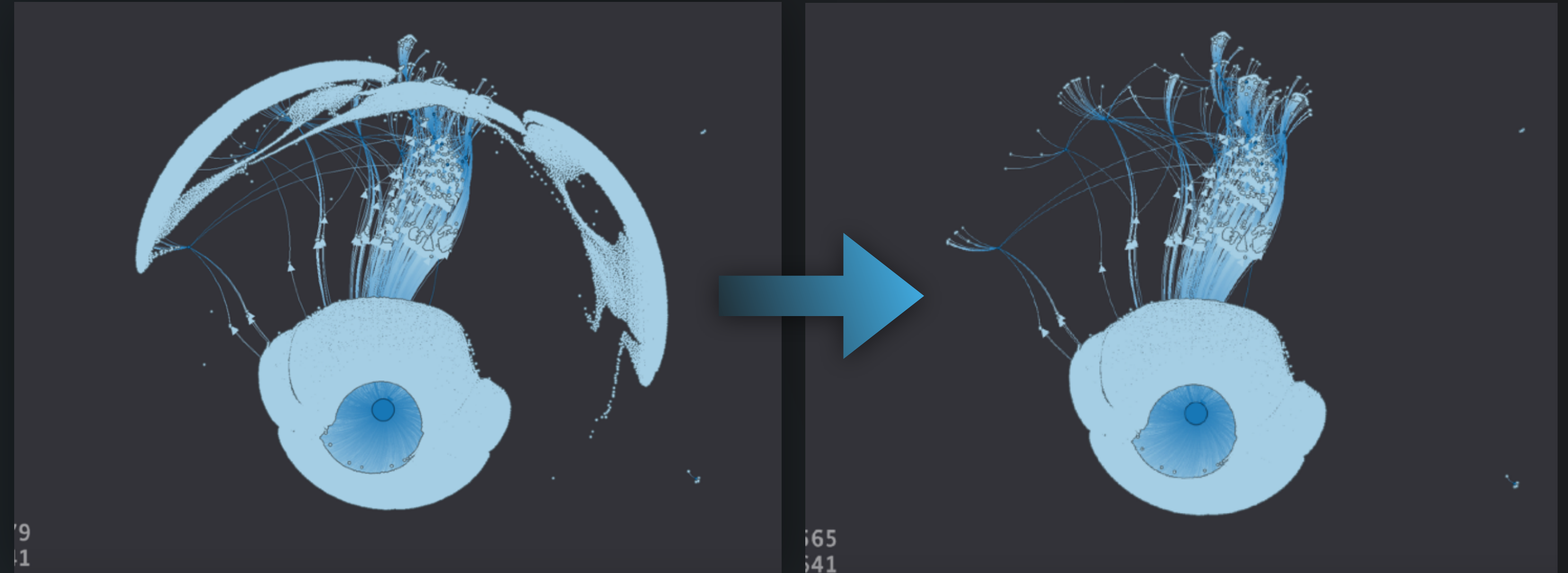
# Prune Isolated Nodes

To do so, toggle the **Prune Isolated Nodes** option in the Scene Settings, or with the quick toggle!



Turn Prune Isolated Nodes On

OR



- ☒ PRUNE ISOLATED NODES
- ☐ SHOW POINTS OF INTEREST