

# Node Types

Each node in the UI structure is assigned a type, and sometimes a sub-type in their **node.type** and **node.subtype** respective properties.

Type	Subtype	Description
folder	-	A container for a group of customizable components. The container itself may be colorable - in this case it will have node.props.color property set.
component	-	A grouping of meshes representing a product element with separate material and/or set of colors.
print	-	An all-over print applied to a component
decal	graphic	A graphic element placed on a component
decal	text	A text element placed on a component
group *	group-merge	A grouping of components, prints or decals used to control their properties together.
group *	group-select	A grouping of components, prints or decals used to select one of them and hide the others in a manner similar to how combo box controls work.

\* to be implemented