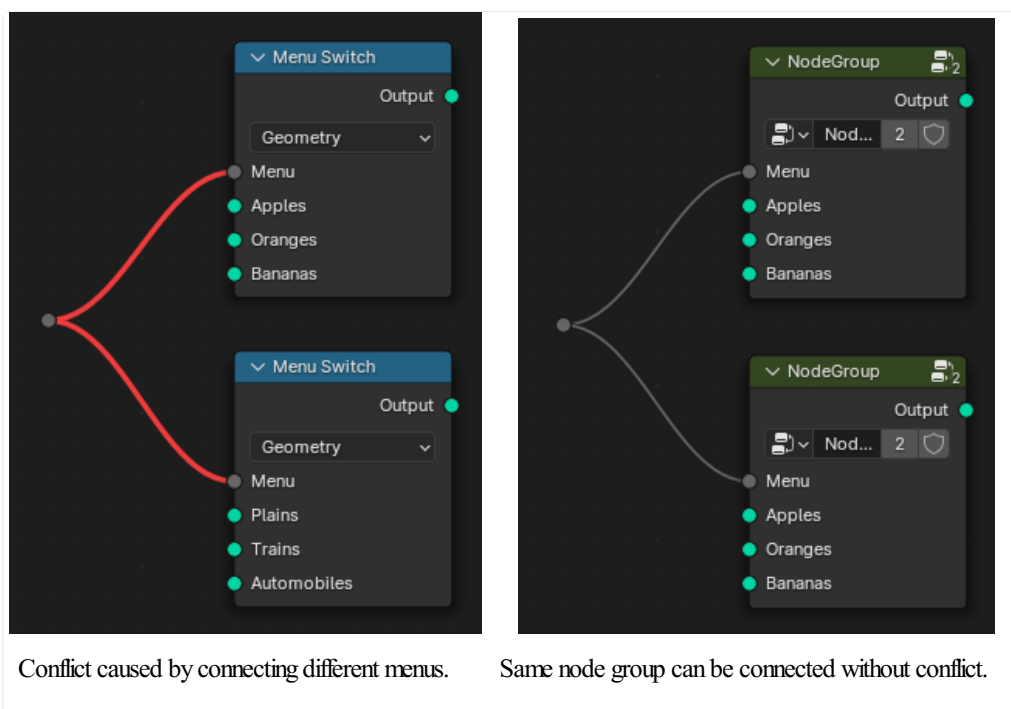# Menu Switch Node

The *Menu Switch* node outputs one of its inputs depending on a menu selection. Only the input that is passed through the node is computed.

The available menu entries are defined by the user. Menu items can be added and removed, as well as renamed and reordered in the editor side bar. Renaming a menu entry keeps existing links of the matching input socket.

The menu can be used in node groups and the nodes modifier UI. Connecting the menu input with a *Group Input* node will expose the menu as a group input. A menu socket in a node group, reroute node, or other pass-through nodes needs to be connected to a *Menu Switch* node in order to work. An unconnected menu socket will show an empty menu by default.

Connecting multiple *Menu Switch* nodes to the same output socket creates a conflict (even when the menu entries are the same). To avoid this a menu switch can be wrapped in a node group. Multiple node groups of the same type can be connected to the same menu, since they contain the same menu switch node.

Conflict caused by connecting different menus.   Same node group can be connected without conflict.

> See also
>
> The Index Switch Node is similar but it exposes the choices as an integer index.

Inputs

Menu
    Determines which of the input options below will be passed through.

Item Inputs
    One input is created for every menu entry. The input is used when the matching option is selected. Items can be renamed by `Ctrl – LMB` on the socket name or in the nodes *Properties* panel.

Properties

Type
    Determines the type of the data that is handled by the node.

Outputs

Output
    One of the inputs considering menu modification.

One of the inputs without any modifications.