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Radius Node

The *Radius* node outputs the radius value at each point on the evaluated geometry. For curves, this value is used for things like determining the size of the mesh created in the [Curve to Mesh](#) node. For point clouds, the value is used for the display size of the point in the viewport.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Radius

Float value indicating radius at each point on the geometry.

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