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Edge Paths to Selection Node

The *Edge Paths to Selection* node follows paths across mesh edges and outputs a selection of every visited edge.



See also

This node is meant to use the output of the [Shortest Edge Paths Node](#). It can be combined with the [Separate Geometry Node](#) to remove any unused edges.

Inputs

Start Vertices

A selection of the vertices to start at when traveling along the next vertex indices.

Next Vertex Index

Describes the path to follow at every vertex.

Properties

This node has no properties.

Outputs

Selection

A boolean field indicating all edges visited when traversing the mesh.

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[Edge Paths to Curves Node](#)

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Last updated on 2025-05-10

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