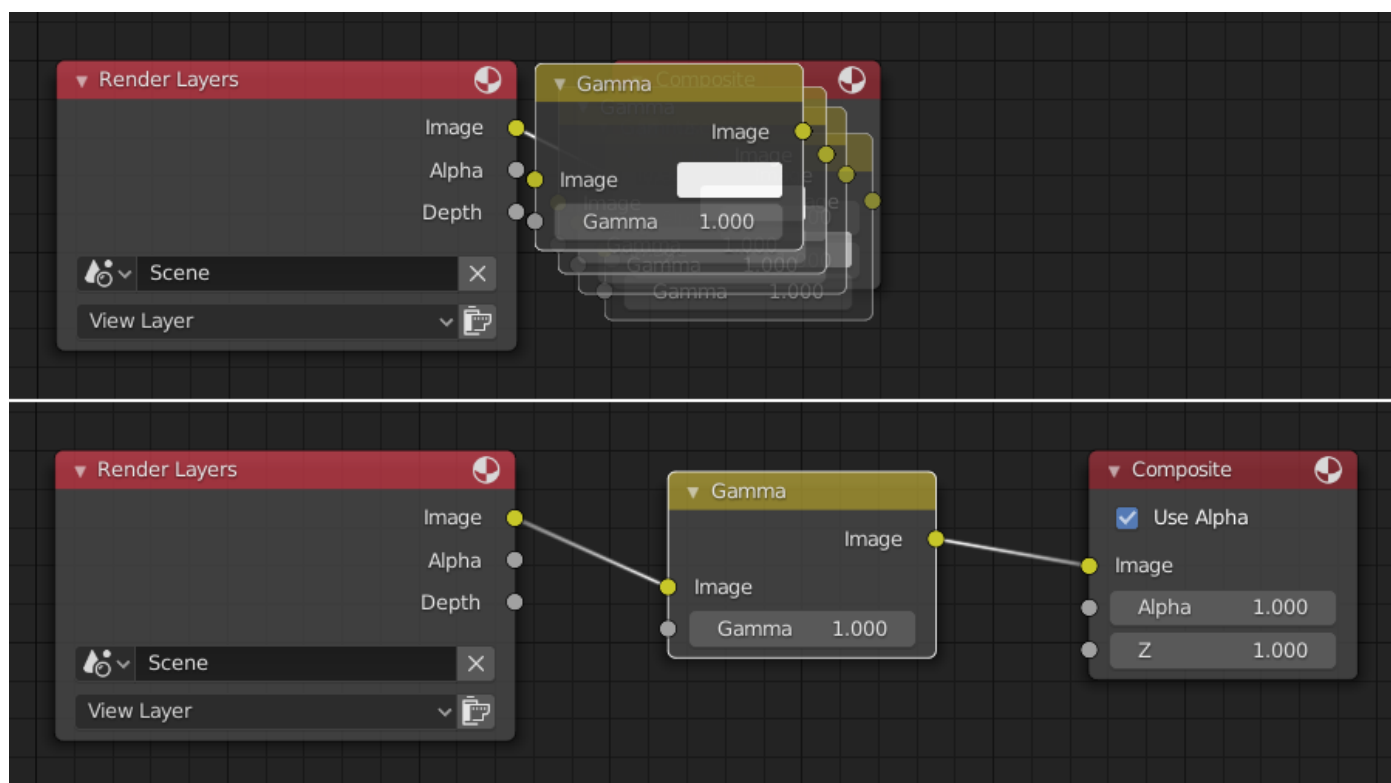# Arranging Nodes

Snapping

Snapping aligns the position and size of nodes to the background grid. This feature allows nodes to snap to a grid, ensuring that node layouts remain clean and visually aligned. Snapping can be toggling the snap icon (⌇/⌇) in the editor's headers or toggled temporarily while transforming nodes by holding Ctrl .

Auto-Offset

When you drop a node with at least one input and one output socket onto an existing connection between two nodes, *Auto-offset* will, depending on the direction setting, automatically move the left or right node away to make room for the new node. *Auto-offset* is a feature that helps organizing node layout interactively without interrupting the user workflow.

Auto-offset is enabled by default, but it can be disabled in the Preferences.

You can toggle the offset direction while you are moving the node by pressing T .

The offset margin can be changed using the *Auto-offset Margin* setting in the Editing section of the Preferences.

> Example Video
>
> Auto-Offset. A workflow enhancement for Blender's node editors.