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Split Edges Node

Like the [Edge Split Modifier](#), the *Split Edges* node splits and duplicates edges within a mesh, breaking ‘links’ between faces around those split edges.

Inputs

Mesh

Standard geometry input.

Selection

A standard Boolean selection input to determine which edges will be split.

Note

Because of mesh topology requirements, sometimes more or fewer edges than are selected will be split.

Properties

This node has no properties.

Outputs

Mesh

Standard geometry output.

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