

Edge Vertices Node

The *Edge Vertices* node outputs the position and index of the two vertices of each of a mesh's edges.

Note

The order of the two vertices of an edge is arbitrary. In some cases it may be predictable based on the internals of the algorithm that created the mesh, but in general the order should not be relied upon.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Vertex Index 1/2

The [index](#) of the two vertices of the edge.

Position 1/2

The [position](#) of each of the edge's vertices. This output is for convenience, it is the same as using index output to retrieve the position from the [Evaluate at Index Node](#).

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