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Set Material Index Node

The *Set Material Index* node sets the material index for a geometry.



The node to get this data is the [Material Index](#) node.

Inputs

Geometry

Standard geometry input.

Selection

Whether to change the material index for each face. True values mean the material index will be changed, false values mean it will remain the same

Material Index

The new material index.

Properties

This node has no properties.

Outputs

Geometry

Standard geometry output.

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