

Set ID Node

The *Set ID* node fills the `id` attribute on the input geometry. If the attribute does not exist yet, it will be created with a default value of zero. The ID is also created by the [Distribute Points on Faces](#), and it is used in the [Random Value Node](#) and other nodes if it exists.

The input node for this data is the [ID Node](#).

Inputs

Geometry

Standard geometry input.

Selection

Whether or not to change the value on each point or instance. True values mean the value will be changed, false values mean the value will remain the same.

ID

The value for each element. By default, this input uses the [index](#), which is useful when stable IDs are desired when deleting a dynamic number of instances.

Properties

This node has no properties.

Outputs

Geometry

Standard geometry output.

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