Switch Node

The *Switch* node outputs one of two inputs depending on a condition. Only the input that is passed through the node is computed.

> See also
>
> The [Menu Switch Node](#) and [Index Switch Node](#) can be used to switch between an arbitrary amount of inputs.

Inputs

Switch

Determines which of the two inputs below will be passed through.

False

Is passed through when the switch is set to false.

True

Is passed through when the switch is set to true.

Properties

Type

Determines the type of the data that is handled by the node.

Outputs

Output

One of the two inputs without any modifications.

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