Xnodify Identifier Lookup

Math Nodes

Math Operation	Identifier	Input Count	Output Count
Add	add (or +)	2	1
Subtract	sub (or -)	2	1
Multiply	mult (or *)	2	1
Divide	div (or /)	2	1
Multiply_add	multadd	3	1
Power	pow (or **)	2	1
Logarithm	log	2	1
Sqrt	sqrt	1	1
Inverse_sqrt	invsqrt	1	1
Absolute	abs	1	1
Exponent	exp	1	1
Minimum	min	2	1
Maximum	max	2	1
Less_than	lt	2	1
Greater_than	gt	2	1
Sign	sign	1	1
Compare	cmp	3	1
Smooth_min	smthmin	3	1
Smooth_max	smthmax	3	1
Round	round	1	1
Floor	floor	1	1
Ceil	ceil	1	1
Trunc	trunc	1	1
Fract	fract	1	1
Modulo	mod	2	1

Math Operation	Identifier	Input Count	Output Count
Wrap	wrap	3	1
Snap	snap	2	1
Pingpong	pingpong	2	1
Sine	sin	1	1
Cosine	cos	1	1
Tangent	tan	1	1
Arcsine	asin	1	1
Arccosine	acos	1	1
Arctangent	atan	1	1
Arctan2	atan2	2	1
Sinh	sinh	1	1
Cosh	cosh	1	1
Tanh	tanh	1	1
Radians	rad	1	1
Degrees	deg	1	1

Vector Math Nodes

Vector Operation	Identifier	Input Count	Output Count
Add	vadd	2	1
Subtract	vsub	2	1
Multiply	vmult	2	1
Divide	vdiv	2	1
Cross_product	cross	2	1
Project	project	2	1
Reflect	reflect	2	1
Dot_product	dot	2	1
Distance	vdist	2	1
Length	vlen	1	1

Vector Operation	Identifier	Input Count	Output Count
Scale	vscale	2	1
Normalize	vnorm	1	1
Absolute	vabs	1	1
Minimum	vmin	2	1
Maximum	vmax	2	1
Floor	vfloor	1	1
Ceil	vceil	1	1
Fraction	vfract	1	1
Modulo	vmod	2	1
Wrap	wrap	3	1
Snap	snap	2	1
Sine	vsin	1	1
Cosine	vcos	1	1
Tangent	vtan	1	1

Input Nodes

Node Name	Identifier	Input Count	Output Count
Ambient Occlusion	amboccl	3	2
Bevel	bevel	2	1
Fresnel	fresnel	2	1
Layer Weight	layerwt	2	2
Particle Info	prtclinf	0	8
Wireframe	wireframe	1	1
Attribute	attrib	0	3
Camera Data	camdata	0	3
Geometry	geom	0	9
Hair Info	hairinf	0	5

Node Name	Identifier	Input Count	Output Count
Light Path	lgtpth	0	13
Object Info	objinf	0	5
RGB	shadrgb	0	1
Tangent	tangent	0	1
Texture Coordinate	texco	0	7
UV Map	uvmap	0	1
Value	value	0	1
Vertex Color	vertcol	0	2
Volume Info	volinf	0	4

Output Node

Node Name	Identifier	Input Count	Output Count
Material Output	output	3	0

Shader Nodes

Node Name	Identifier	Input Count	Output Count
Add Shader	addshad	2	1
Diffuse BSDF	diffbsdf	3	1
Emission	emission	2	1
Glass BSDF	glasbsdf	4	1
Glossy BSDF	glosbsdf	3	1
Mix Shader	mixshad	3	1
Principled BSDF	prnbsdf	22	1
Principled Volume	prnvol	12	1
Refraction BSDF	refrbsdf	4	1
Specular	specular	10	1
Subsurface Scattering	subsrfsct	5	1

Node Name	Identifier	Input Count	Output Count
Translucent BSDF	tcntbsdf	2	1
Transparent BSDF	tpntbsdf	1	1
Volume Absorption	volabs	2	1
Volume Scatter	volscat	3	1
Holdout	holdout	0	1

Texture Nodes

Node Name	Identifier	Input Count	Output Count
Brick Texture	brcktex	10	2
Checker Texture	chctex	4	2
Environment Texture	envtex	1	1
Gradient Texture	gradtex	1	2
IES Texture	iestex	2	1
Image Texture	imgtex	1	2
Magic Texture	magictex	3	2
Musgrave Texture	mustex	5	1
Noise Texture	noisetex	5	2
Point Density	ptdnsty	1	2
Sky Texture	skytex	0	1
Voronoi Texture	vorntex	3	3
Wave Texture	wavetex	7	2
White Noise Texture	whnsetex	1	2

Color Nodes

Node Name	Identifier	Input Count	Output Count
Bright/Contrast	brtcst	3	1

Node Name	Identifier	Input Count	Output Count
Gamma	gamma	2	1
Hue Saturation Value	hsval	5	1
Invert	invert	2	1
Light Falloff	ltfloff	2	3
Mix	mixrgb	3	1
RGB Curves	rgbcrvs	2	1

Vector Nodes

Node Name	Identifier	Input Count	Output Count
Bump	bump	4	1
Displacement	disp	4	1
Mapping	mapping	4	1
Normal	normal	1	2
Normal Map	normmap	2	1
Vector Curves	vctcrvs	2	1
Vector Displacement	vctdisp	3	1
Vector Rotate	vctrot	4	1
Vector Transform	vcttrns	1	1

converter Nodes

Node Name	Identifier	Input Count	Output Count
Blackbody	blkbody	1	1
Clamp	clamp	3	1
ColorRamp	colramp	1	2
Combine HSV	comhsv	3	1

Node Name	Identifier	Input Count	Output Count
Combine RGB	comrgb	3	1
Combine XYZ	comxyz	3	1
Map Range	maprange	5	1
RGB to BW	rgb2bw	1	1
Separate HSV	sephsv	1	3
Separate RGB	seprgb	1	3
Separate XYZ	sepxyz	1	3
Shader to RGB	shd2rgb	1	2
Wavelength	wvlngth	1	1