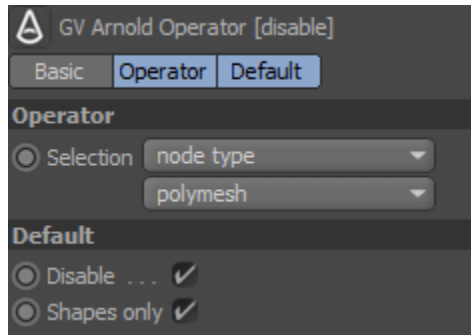


Disable



Disables/enables nodes. Supported types are shapes, lights, shaders, and operators.

Selection

An expression to select which nodes this operator will affect. The expression syntax is described in the [selection expression documentation](#), with some examples. Note that if the *operator* is connected to a *procedural* the selections are assumed to be relative to the procedural's namespace.

Mode

Disable

Enable/disable the operator. Disabled operators are bypassed when the operator graph is evaluated.

Enable

Disables the operator.

Shapes Only

Ignores all shapes if set to false.