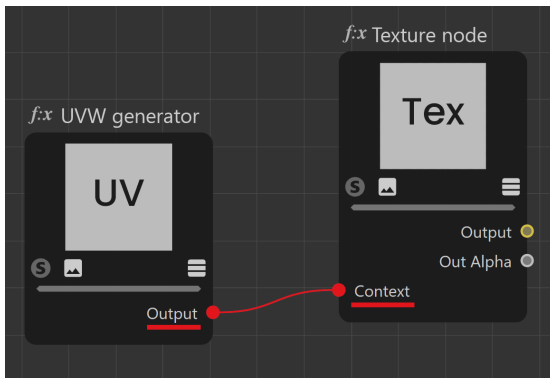


Context Nodes

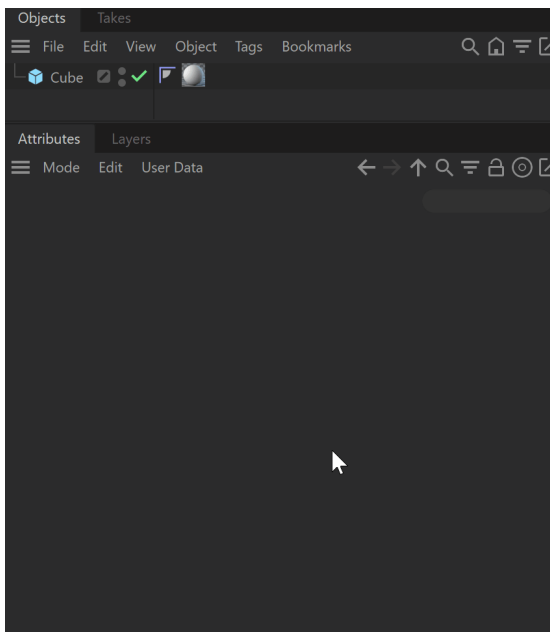
This page provides information on the Context nodes.

Overview

Context nodes (UVW generators) can be connected to texture nodes via the **Context port**. Context nodes determine how the texture is generated, read, or modified. When no context node is attached, a standard way of projecting textures is used. Some UUV generators only modify the standard generated UVWs, see the [example](#) for more. Others create new ones entirely and override the texture node's UVWs, see the [example](#) for more.



The standard way of projecting textures is defined by the **Material tag Properties**. You can find the Material Tag in the **Objects** section, once a material is assigned to the geometry. Clicking on it reveals the **Tag** tab, where you can modify the texture projection.



Context Node Types

Note that the **UVW Randomizer Node** can both override and modify a node texture's UVWs.

Overrides

- UVW Object Node
- UVW Projection Node
- Color to UVW Node

Modifiers

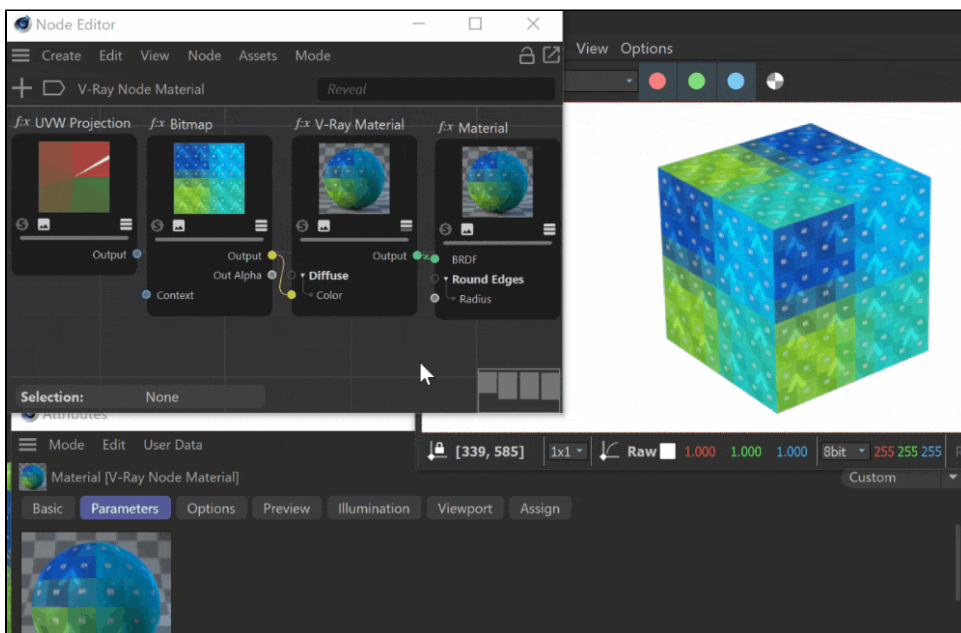
- UVW Channel Node
- UVW Transform Node

Both

- UVW Randomizer Node

Example: Connecting an Override Context Node

In this example, a **UVW Projection node** is attached to a **Bitmap node**. You can see the UVs of the Bitmap change immediately. This is because the UVW Projection generates its own UVs and overrides the ones on the Bitmap. Any changes made to the UVW Projection node are applied to the Bitmap.



Example: Connecting a Modify Context Node

In this example, a **UVW Transform node** is connected to a **Bitmap node**. Nothing happens straight away, as the UVW Transform node does not generate its own UV map. Once changes are made to the UVW Transform, they are applied to the Bitmap. This is because the Transform node modifies only UVWs that are already present, from the texture it is attached to.

