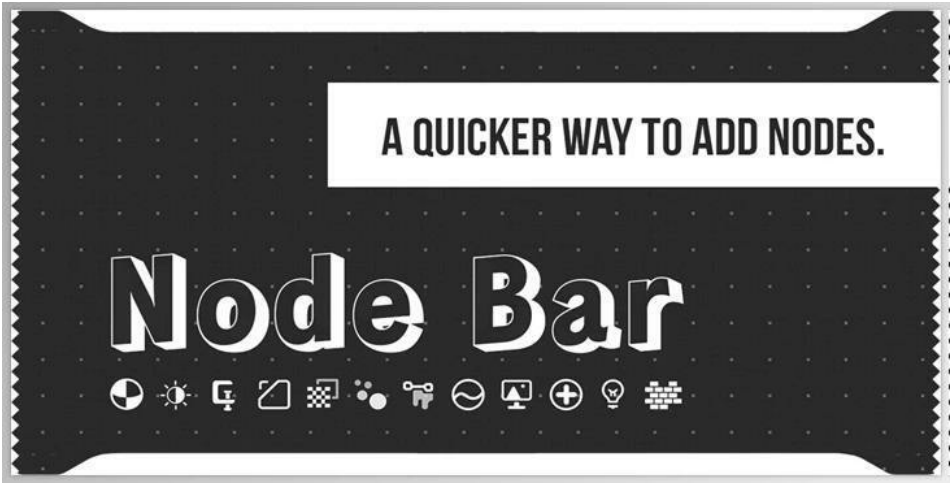




Blender Market – Nodebar v1.1

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Blender Market – Nodebar v1.1: Introducing Node Bar, your shortcut to shader node perfection. No more typing in search boxes or navigating through menus. With Node Bar, shader nodes are at your fingertips, accessible through intuitive icons and tooltips for easy identification.

This fully customizable tool empowers you to organize your favorite nodes into one or multiple rows, grouping and labeling them to suit your workflow. Trigger the Node Bar with a convenient hotkey and add nodes effortlessly by clicking and dragging them out from the icons.

Node Bar adapts to your preferences with resizing capabilities using the Middle Mouse and easy repositioning via the Right Mouse. Dive into customization through the Shader Editor N-Panel, where you can label rows, group nodes, and create a personalized experience tailored to your needs.

Meet Mini Bar, the customizable Node Bar that puts you in control. Toggle the Full Bar for an expansive array of all nodes neatly organized into one, two, or three rows. Despite the many icons, their consistent placement ensures quick familiarity after a short learning curve.

It is important to note that Node Bar currently exclusively supports Shader Nodes. But stay tuned, as plans are in motion to extend support to Geometry Nodes and Compositor in the upcoming months, promising an even more comprehensive tool for your creative endeavors.

New Changes:

- Updated Node Bar for Blender 4.0.
- Fixed issues regarding changes in blender API.



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