

# PxrGrid

## ? Unknown Attachment

This pattern procedurally creates a rectangular or hexagonal grid with the ability to connect additional patterns to control color and border thickness.

### Style

This defines the shape of the pattern to be rendered.

- **Rectangular** - This pattern repeats shapes with 4 sides
- **Hexagonal** - This pattern repeats uniform shapes with 6 sides

### Tile Width

Sets the size of the width of the interior shape, values smaller than 1.0 will cause additional repetition. When using Hexagonal, the minimum value of Width or Height are used.

### Tile Height

Sets the size of the height of the interior shape, values smaller than 1.0 will cause additional repetition. When using Hexagonal, the minimum value of Width or Height are used.

### Tile Shift

Shifts every other row. A default value of 0 creates a regular grid while 0.5 creates a brick-like layout.

### Border Thickness

This sets the size of the border for each tile and remains constant while altering tile width and height.

### Color Tile

This sets the color of the interior of each tile as defined by width and height.

### Color Border

This sets the color of the border of each tile as defined by border thickness.

### Manifold

You can apply a manifold utility here to adjust the position and more of the pattern on a surface.