The purpose of the trash is to provide a way to delete objects from a model. To prevent accidental loss of data, this is done in two steps: First you move the objects you want to delete to the trash. Then you empty the Trash by using the "Empty trash".

The trash is in fact just another folder. Especially, objects may be rescued from the trash by opening the folder and moving selected objects back to the document.

If present, the trash folder is shown in the lower right corner of the window representing the top level directory. (Unless you have a huge screen, you will have to scroll the window to see it.)

Warning! If you leave nodes in the trash and then save the model, all these nodes will be deleted.