

## 12.1.18 Editors - Geometry Nodes Editor - Header - Add Menu - Curve - Write

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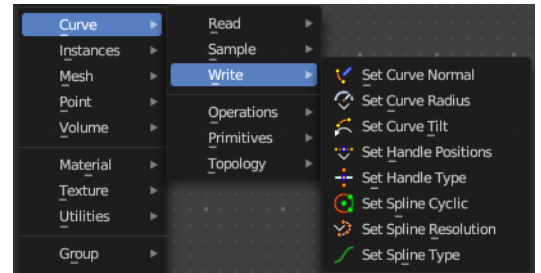
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## Add - Curve - Write

Here you find curve related nodes.



### Set Curve Normal

Set the evaluation mode for curve normals.

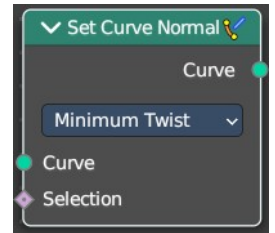
#### Input

##### *Curve*

The input curve.

##### *Selection*

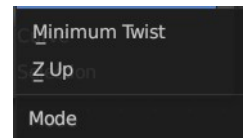
A selection of the input curve.



#### Properties

##### *Mode*

The evaluation mode for the curve normals.



#### Outputs

##### *Curve*

The curve output.

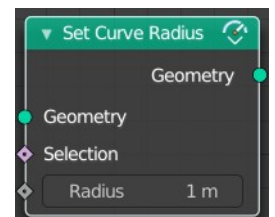
### Set Curve Radius

Set the curve radius.

#### Input

##### *Geometry*

The input curve.



## ***Selection***

A selection of the input curve.

## ***Radius***

The radius to set.

## **Outputs**

### ***Geometry***

Standard geometry output.

---

## **Set Curve Tilt**

Controls the tilt angle at each curve control point.

### **Input**

#### ***Geometry***

The input curve.

#### ***Selection***

Whether or not to change the value on each control point. True values mean the value will be changed, false values mean the value will remain the same.

#### ***Tilt***

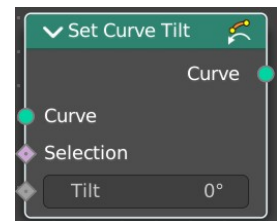
The tilt rotation.

### **Outputs**

#### ***Curve***

Standard geometry output.

---



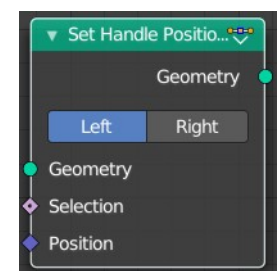
## **Set Handle Positions**

Set the handle positions of bezier curves

### **Input**

#### ***Geometry***

The input curve.



## ***Selection***

A selection of the input curve.

## ***Position***

The position of the handle.

## **Properties**

### ***Mode***

Left or right handles.

## **Outputs**

### ***Geometry***

Standard geometry output.

## **Set Handle Type**

Sets a handle type for the curve points of a bezier curve. Handle types determines how the interpolation before and after the curve point happens.

## **Input**

### ***Curve***

The input curve.

### ***Selection***

A selection of the input curve.

## **Properties**

### ***Mode***

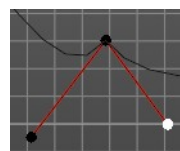
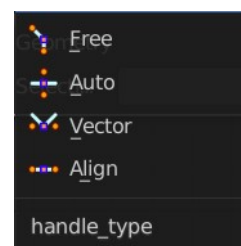
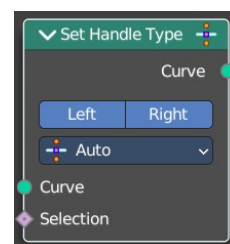
Left or right handles.

### ***Handle Type***

The different available handle types.

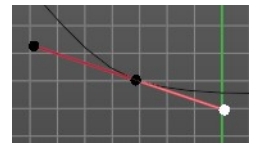
### **Free**

The handles can be adjusted individually.



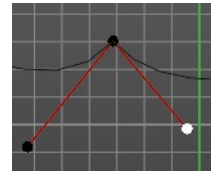
### Auto

The left and the right handle will always point to each other. The length of the handles will start in equal size.



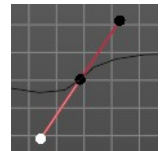
### Vector

The handles can be adjusted individually.



### Aligned

The left and the right handle will always point to each other.



### Output

#### Curve

Standard geometry output.

---

## Set Spline cyclic

Sets the spline cyclic. Means looping.

### Input

#### Geometry

The input curve.

#### Selection

A selection of the input curve.

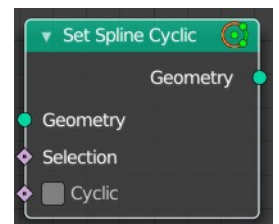
#### Cyclic

Cyclic or not

### Outputs

#### Geometry

Standard geometry output.



## Set Spline Resolution

Sets the resolution of the spline. Means how many evaluated points should be generated on the curve for each control point.

### Input

#### **Geometry**

The input curve.

#### **Selection**

A selection of the input curve.

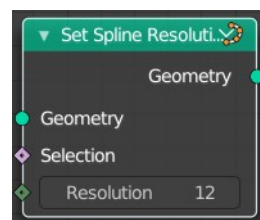
#### **Resolution**

The resolution of the spline.

### Outputs

#### **Geometry**

Standard geometry output.



## Set Spline Type

Change the curve spline type.

### Input

#### **Curve**

The input curve.

#### **Selection**

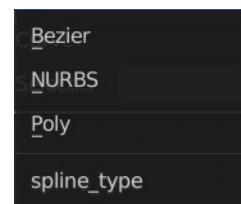
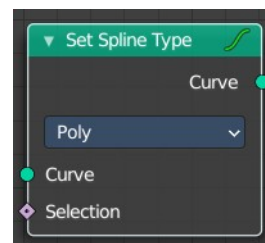
A selection of the input curve.

### Properties

#### **Spline Type**

The spline type to set the curve to.

Note that when converting from a NURBS spline to a Bézier spline, at least six points are needed. When the number of points is not a multiple of three a full conversion is not possible and the spline has to be truncated.



## **Output**

### ***Curve***

Standard geometry output.