



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

### Table of content

Detailed table of content.....	1
Add - Curve - Write.....	3
Set Curve Normal.....	3
Set Curve Radius.....	3
Set Curve Tilt.....	4
Set Handle Positions.....	4
Set Handle Type.....	5
Set Spline cyclic.....	6
Set Spline Resolution.....	7
Set Spline Type.....	7

### Detailed table of content

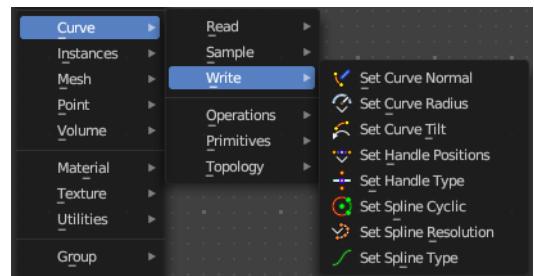
#### Detailed table of content

Detailed table of content.....	1
Add - Curve - Write.....	3
Set Curve Normal.....	3
Input.....	3
Curve.....	3
Selection.....	3
Properties.....	3
Mode.....	3
Outputs.....	3
Curve.....	3
Set Curve Radius.....	3
Input.....	3
Geometry.....	3
Selection.....	4
Radius.....	4
Outputs.....	4
Geometry.....	4
Set Curve Tilt.....	4
Input.....	4
Geometry.....	4
Selection.....	4
Tilt.....	4
Outputs.....	4
Curve.....	4
Set Handle Positions.....	4
Input.....	4
Geometry.....	4
Selection.....	5
Position.....	5
Properties.....	5

Mode.....	5
Outputs.....	5
Geometry.....	5
Set Handle Type.....	5
Input.....	5
Curve.....	5
Selection.....	5
Properties.....	5
Mode.....	5
Handle Type.....	5
Free.....	5
Auto.....	6
Vector.....	6
Aligned.....	6
Output.....	6
Curve.....	6
Set Spline cyclic.....	6
Input.....	6
Geometry.....	6
Selection.....	6
Cyclic.....	6
Outputs.....	6
Geometry.....	6
Set Spline Resolution.....	7
Input.....	7
Geometry.....	7
Selection.....	7
Resolution.....	7
Outputs.....	7
Geometry.....	7
Set Spline Type.....	7
Input.....	7
Curve.....	7
Selection.....	7
Properties.....	7
Spline Type.....	7
Output.....	8
Curve.....	8

## Add - Curve - Write

Here you find curve related nodes.



## Set Curve Normal

Set the evaluation mode for curve normals.

### Input

#### **Curve**

The input curve.

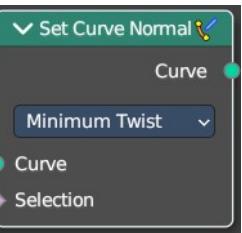
#### **Selection**

A selection of the input curve.

### Properties

#### **Mode**

The evaluation mode for the curve normals.



### Outputs

#### **Curve**

The curve output.

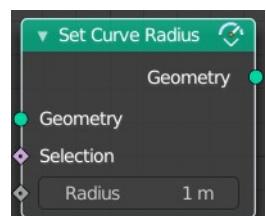
## Set Curve Radius

Set the curve radius.

### Input

#### **Geometry**

The input curve.



## **Selection**

A selection of the input curve.

## **Radius**

The radius to set.

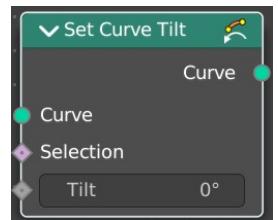
## **Outputs**

### **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.

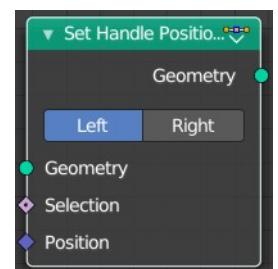
## **Outputs**

### **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.

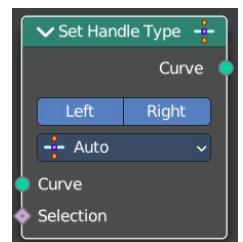
## Outputs

### 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.

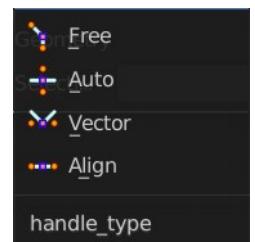
## Properties

### Mode

Left or right handles.

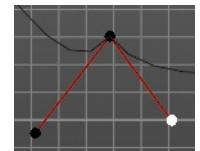
### Handle Type

The different available handle types.



#### Free

The handles can be adjusted individually.



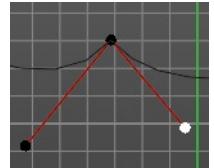
## Auto

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



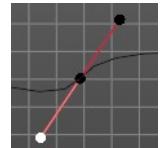
## Vector

The handles can be adjusted individually.



## Aligned

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



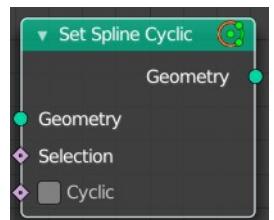
## Output

## 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.

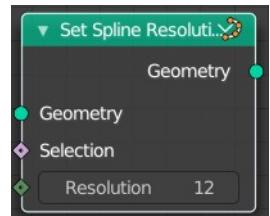
## Set Spline Resolution

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.

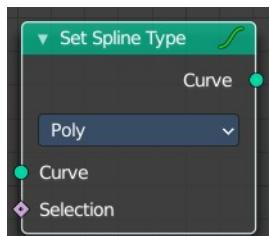
## Outputs

#### **Geometry**

Standard geometry output.

## Set Spline Type

Change the curve spline type.



### Input

#### **Curve**

The input curve.

#### **Selection**

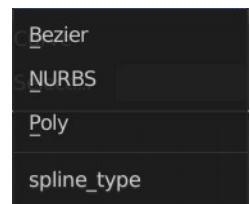
A selection of the input curve.

## 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.