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Curve Handle Positions Node

Gets the two handle positions of each control point in a Bézier spline.

You can use the [Set Handle Positions Node](#) to change these positions.

Inputs

Relative

Output the handle positions relative to the control point instead of in the local space of the geometry.

Properties

This node has no properties.

Outputs

Left

The position of the control point's left handle.

Right

The position of the control point's right handle.

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