

[Skip to content](#)

# Reverse Curve Node



The *Reverse Curve* node swaps the start and end of splines. The shape of the splines is not changed.

## Tip

When used on the *Profile* input of the [Curve to Mesh Node](#), this node will flip the normals of the resulting mesh.

## Inputs

### Curve

Standard geometry input.

### Selection

Whether or not to change the direction of each spline. True values mean the direction will be changed, false values mean the spline will be unaffected.

## Properties

This node has no properties.

## Outputs

### Curve

Standard geometry output.

[Previous](#)  
[Resample Curve Node](#)

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