Endpoint Selection Node

The *Endpoint Selection* node provides a selection for an arbitrary number of endpoints in each spline in a curve.

> **Note**
>
> The selection operates for every control point. This may not correspond to the evaluated points displayed in the viewport for NURBS and Bézier splines, where one control point may correspond to many evaluated points.

> **Tip**
>
> To use this data after the curve has been converted to another data type like mesh or a point cloud, the Capture Attribute Node can be used.

Inputs

Start Size
> The number of points to select from the start.

End Size
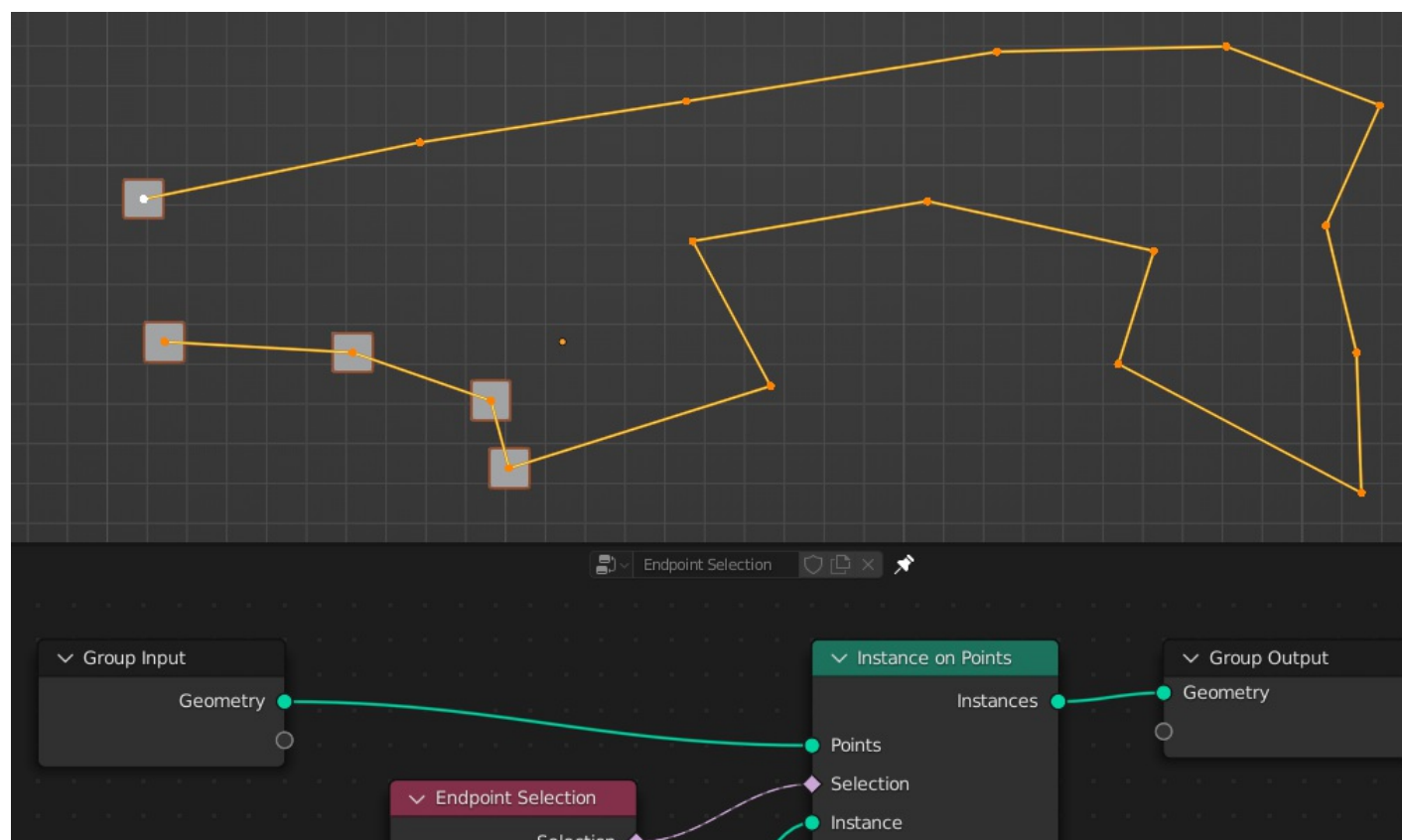> The number of points to select from the end.

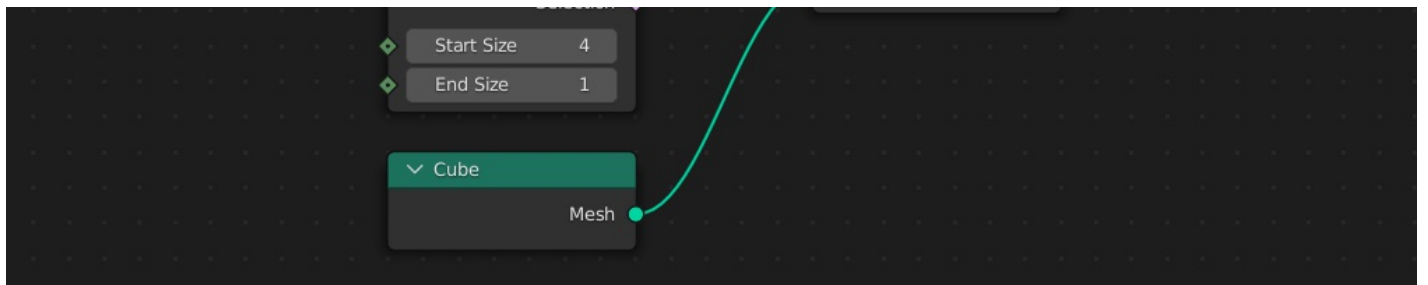## Properties

This node has no properties.

Outputs

Selection
> Selection of the start and end of each spline of the curve.

Examples

Anywhere the geometry is a curve, this node can be used to generate a selection of only the first and last points of each spline. Here, the *Points* input of the Instance on Points Node is a curve consisting of the poly spline shown in Edit Mode.