Set Handle Positions Node

The *Set Handle Positions* node sets the positions for the handles of Bézier curves. They can be used to alter the generated shape of the curve. The input node for this data is the Curve Handle Positions Node. See the Bézier curves page for more details.

> **Note**
>
> When the position is changed, *Auto* handle types will be converted to *Aligned*, and *Vector* handle types will be converted to *Free*.

> **Note**
>
> The left and right handles cannot be changed at the same time with this node. That is because it would break the alignment for left and right handles at the same control point.

Inputs

Curve

Standard geometry input, containing curves.

Selection

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

Position

The new handle position.

> **Note**
>
> The handle positions are the global position of the handle, they are not relative to the position of the corresponding control point.

Offset

An optional translation for each handle. This is evaluated at the same time as the *Position* input, meaning that fields evaluated for it will not reflect the changed position.
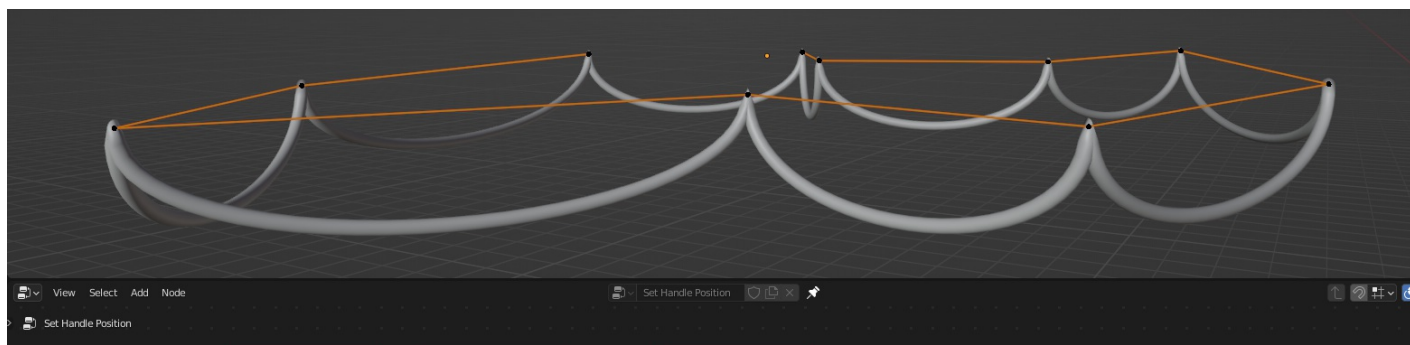
Properties

Left / Right

Whether to set the handle position of the left or right handle. The *Left* handle is closer to the start of the spline, and the *Right* handle is closer to the end.
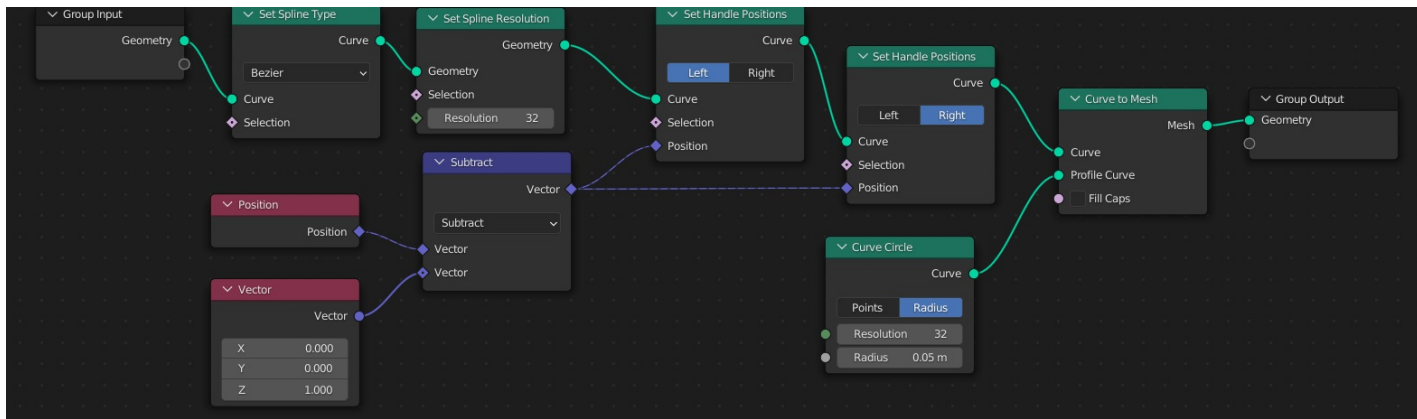
Outputs

Curve

Standard geometry output.

Examples

Here, the handles are adjusted to the same position as the control points, but offset down in the Z direction slightly. With the Set Spline Type Node, the curve can be a poly spline in Edit Mode, to make adjustment simpler for the user of the node group.

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