

Handle Type Selection Node



Creates a selection based on the handle types of the control points.

The handle type of each control point can be changed with the [Set Handle Type Node](#).

Inputs

This node has no inputs.

Properties

Mode

Whether to consider left and/or right handles. When both are selected, the output value is true if either of the handles are of the chosen type.

Left:

Consider the left handle.

Right:

Consider the right handle.

Handle Type

Handle type for which the selection will be true. See the [Bézier curves](#) page for more details on the different handle types.

Outputs

Selection

Boolean field set to true wherever the handle type matches.

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