

# Set Spline Cyclic Node

The *Set Spline Cyclic* node changes whether splines loop back on themselves – that is, whether their first and last control points .

You can use the [Is Spline Cyclic Node](#) to read this property.

## Inputs

### Geometry

Standard geometry input.

### Selection

Whether to change the cyclic setting for each spline. *True* means the setting will be changed, *false* means it will stay the same.

### Cyclic

Whether to connect the first and last control points of each spline.

## Properties

This node has no properties.

## Outputs

### Geometry

Standard geometry output.

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