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 fill 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.

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