

12.1.8 Editors - Geometry Nodes Editor - Header - Add Menu - Input - Gizmo

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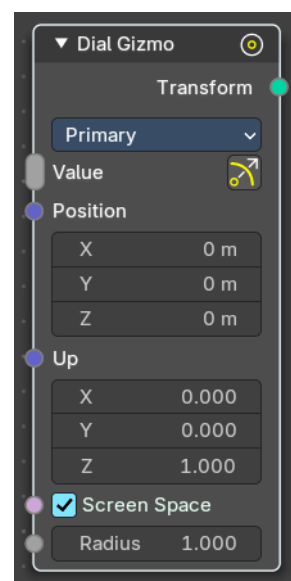
Add menu - Input - Gizmo

Here you find input nodes.



Dial Gizmo

Displays the rotation gizmo in the 3d view.



Inputs

Value

Show or hide the widget.

Position

Where to show the widget in relation to the object.

Up

The up vector to define the rotation.

Screen Space

Use screen space or object space values to display the widget.

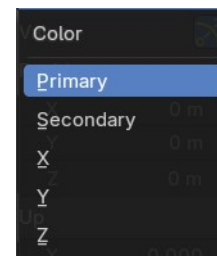
Radius

The radius of the widget.

Properties

Color

The widget color, defined in the theming.



Pin Gizmo

Always display the gizmo.

Outputs

Transform

The output transform. No positions, no matrices, Gizmos.

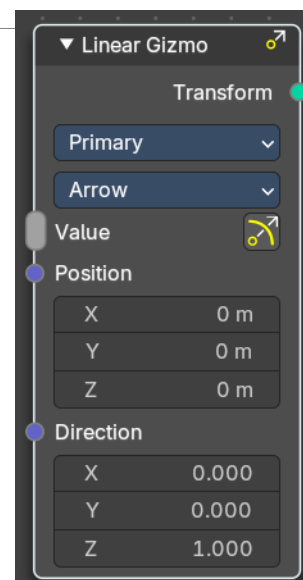
Linear Gizmo

Displays the translation gizmo in the 3d view.

Inputs

Value

Show or hide the widget.



Position

Where to show the widget in relation to the object.

Direction

The direction vector.

Screen Space

Use screen space or object space values to display the widget.

Radius

The radius of the widget.

Properties

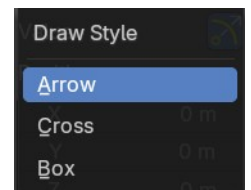
Color

The widget color, defined in the theming.



Draw Style

How to draw the widget.



Pin Gizmo

Always display the gizmo.

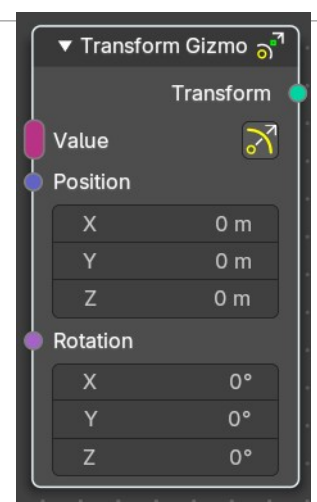
Outputs

Transform

The output transform. No positions, no matrices, Gizmos.

Transform Gizmo

Displays the transform gizmo in the 3d view.



Inputs

Value

Show or hide the widget.

Position

Where to show the widget in relation to the object.

Rotation

The rotation vector.

Screen Space

Use screen space or object space values to display the widget.

Radius

The radius of the widget.

Properties

Pin Gizmo

Always display the gizmo.

Outputs

Transform

The output transform. No positions, no matrices, Gizmos.