# Align Euler to Vector Node

The *Align Euler to Vector* node rotates an Euler rotation into the given direction.

> **Important**
>
> This node is deprecated, use the Align Rotation to Vector Node instead.

## Inputs

**Rotation**

The Euler rotation to align.

> **Important**
>
> This input has to be a rotation input. Be careful not to connect a direction vector like the normal.

**Factor**

Determines how much the points are rotated towards the vector. Zero effectively disables the node and one means that the points are aligned with the vector perfectly.

**Vector**

The direction vector that points should be rotated to. The vector is in the local space of the object that is being modified. When it is all zeros for a point, it is not rotated at all.

## Properties

**Axis**

Local axis of the object that is to be rotated towards the vector input.

**Pivot**

The local axis to rotate around.

**Auto:**

The best rotation angle is computed automatically. This minimizes the angle of rotation.

**X, Y, Z:**

Rotate around a specific local axis.

## Outputs

**Rotation**

The rotated Euler rotation.

Made with Furo
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