Transform Orientation Items

GLOBAL:

Global.

Align the transformation axes to world space.

LOCAL:

Local.

Align the transformation axes to the selected objects' local space.

NORMAL:

Normal.

Align the transformation axes to average normal of selected elements (bone Y axis for pose mode).

GIMBAL:

Gimbal.

Align each axis to the Euler rotation axis as used for input.

VIEW:

View.

Align the transformation axes to the window.

CURSOR:

Cursor.

Align the transformation axes to the 3D cursor.

PARENT:

Parent.

Align the transformation axes to the object's parent space.