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Linear Gizmo

The *Linear Gizmo* node provides the most widely applicable gizmo. It can e.g. be used to control the height of something.

Inputs

Value

Special gizmo value socket. Everything that linked into this socket will be modified when the gizmo is moved.

Position

Position of the gizmo in the local space of the object.

Direction

Specifies the direction in with the gizmo points or is moved.

Properties

Color

Controls which theme color is used for this gizmo.

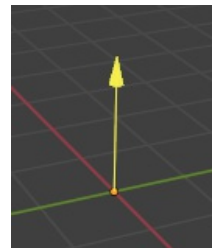
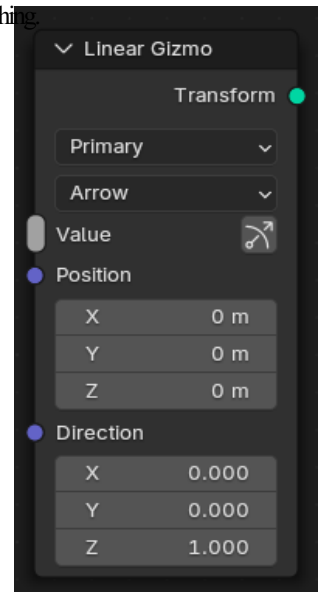
Draw Style

Allows choosing between different styles of the gizmo.

Outputs

Transform

Should be joined into the geometry that is controlled by this gizmo.



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