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Dial Gizmo

The *Dial Gizmo* node is ideal for creating gizmos that control angles.

Inputs

Value

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

Position

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

Up

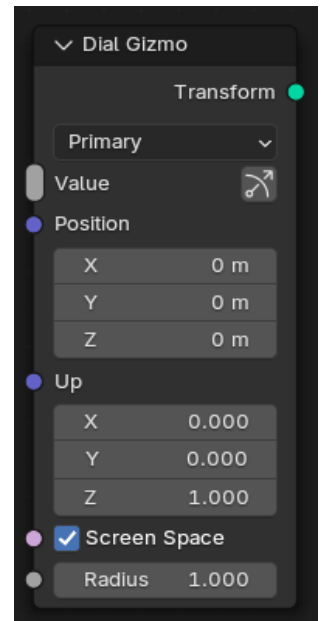
Up or normal direction of the gizmo in the viewport.

Screen Space

If enabled, the gizmo will always have the same size in the viewport independent of the zoom level. This affects the meaning of the radius input.

Radius

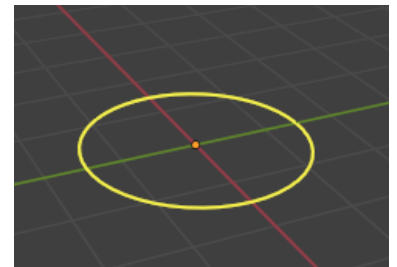
In screen space mode, this is a factor on top of the default radius. Otherwise, this is the radius of the gizmo in Blender units.



Properties

Color

Controls which theme color is used for this gizmo.



Outputs

Transform

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

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