# Transform Gizmo

The *Transform Gizmo* node provides a compound gizmo that can control a position, rotation and scale.
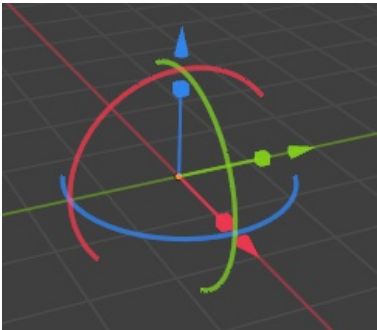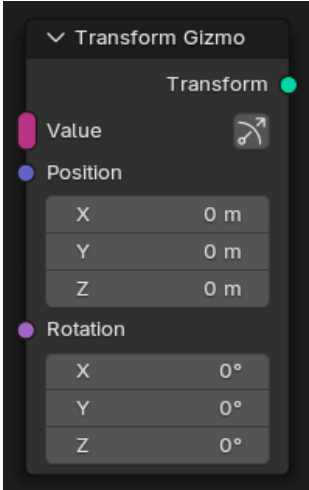


## Inputs

### Value

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

### Position

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

### Rotation

Local orientation of the gizmo.



> **Note**
>
> The rotation input is ignored by the 3D viewport if the transform orientation is set to global.

## Properties

The node has properties in the sidebar which allow disabling parts of the gizmo. This can be useful when e.g. controlling only a translation or only a rotation.

## Outputs

### Transform

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