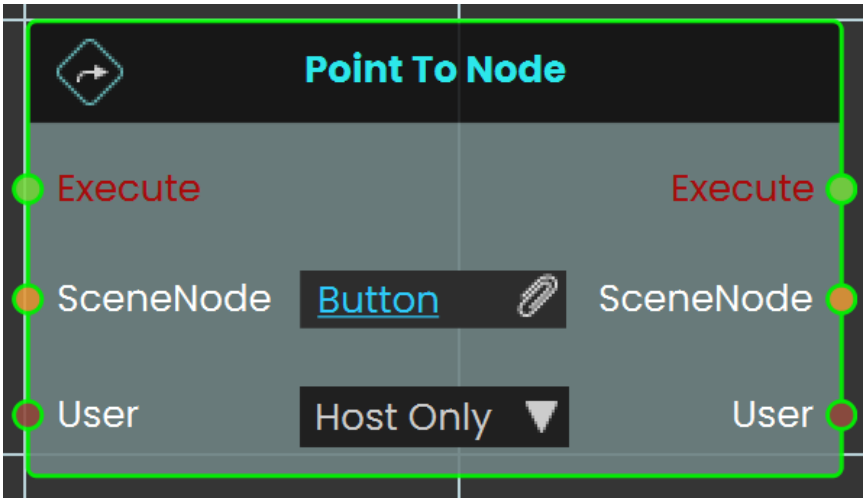
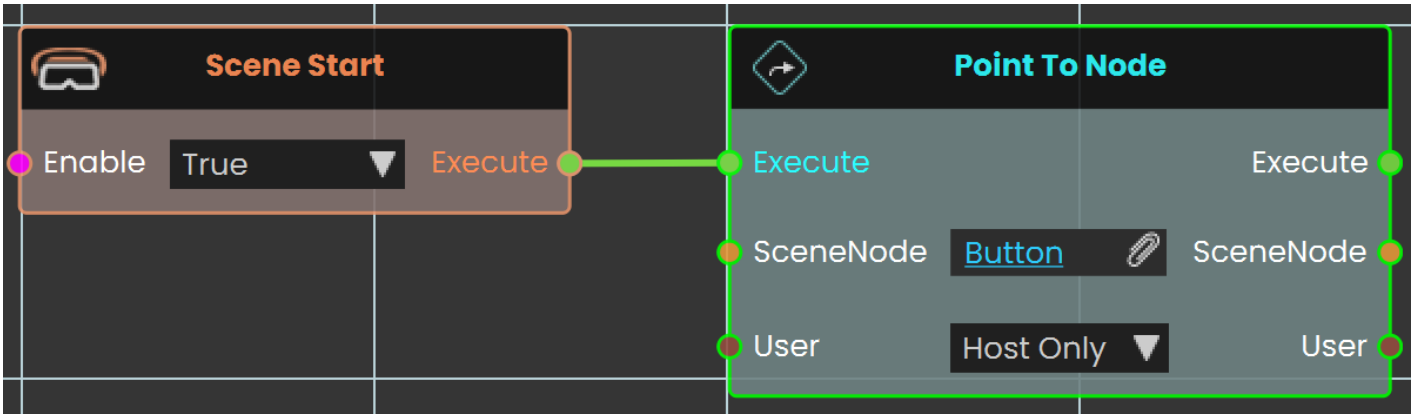
User \ Point To Object

Point To Object



The **Point To Node** enables the user to be guided to the location of a specific place or object within the scene. When this node is activated, an arrow is displayed, pointing to the location of the assigned SceneNode within the VR environment.

Example



In this example, the **Point To Node** is used to guide the user to the location of an object named button when the Scene Start event occurs. As soon as the scene begins, an arrow appears, pointing directly to the button location, helping the user finding it within the VR environment.

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