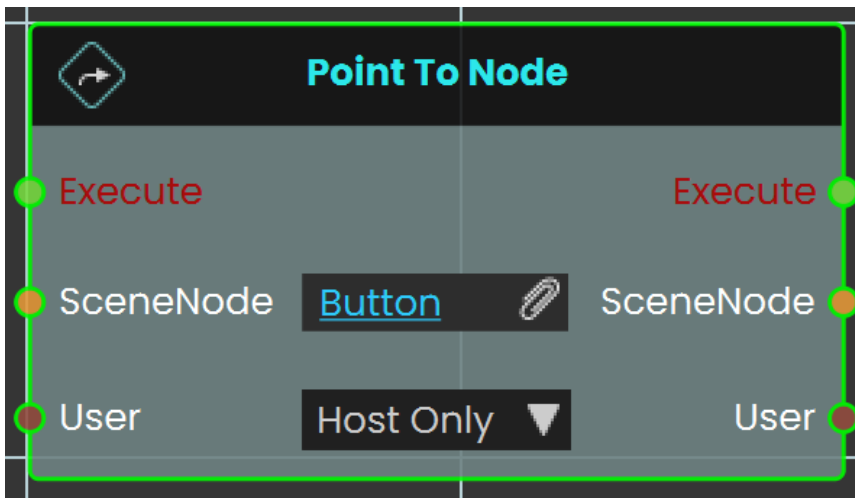


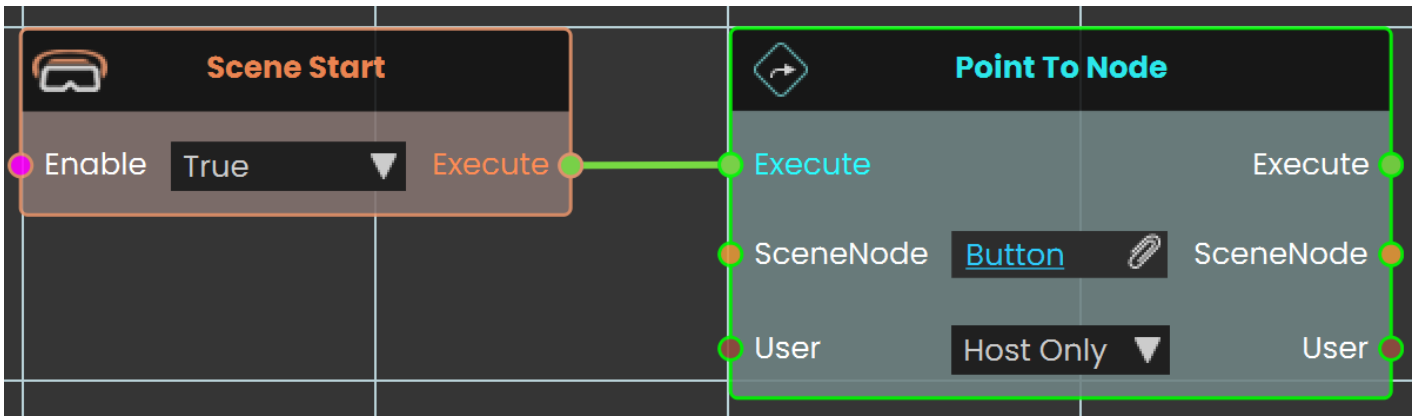
# User \ Point To Object

## 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.

---

Revision #8

Created 1 September 2024 13:20:43

Updated 24 May 2026 10:44:03