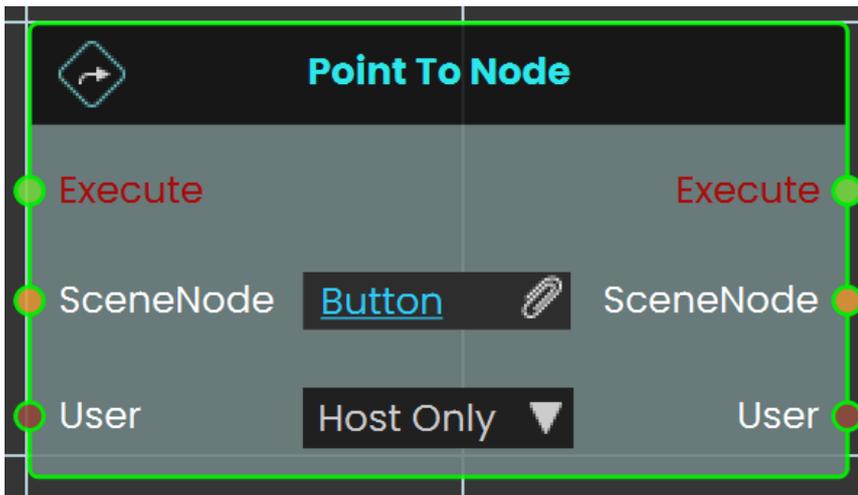


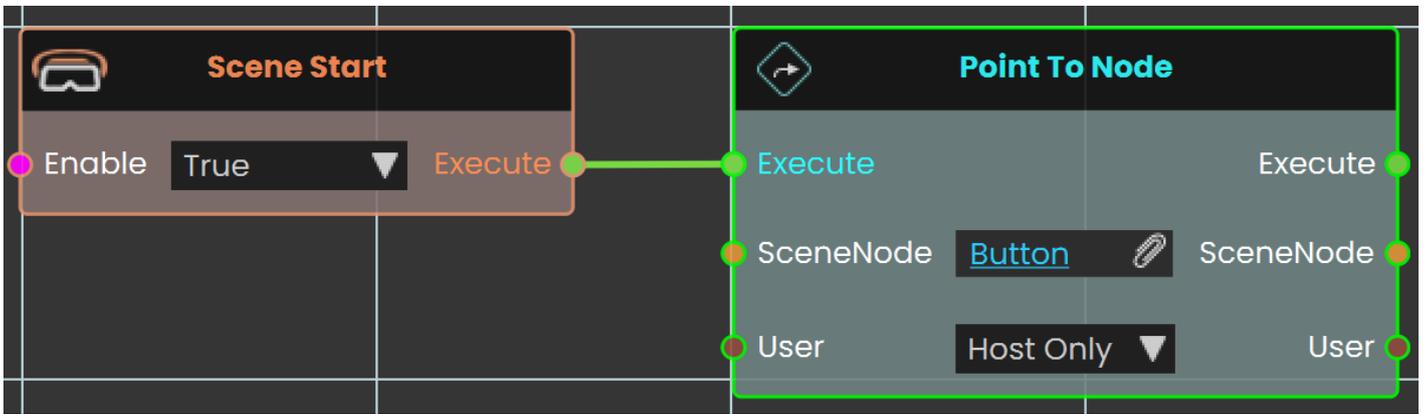
# User \ Point To Object

## 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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