
Subject: Re: CURSOR question

Posted by [Pavel A. Romashkin](#) on Wed, 10 Oct 2001 19:17:52 GMT

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David Fanning wrote:

> It can be done trivially in an object
> graphics window. :-)

This kind of thing always baffled me. Choosing a point in 3D is ok as long as you hit an existing item and this is what you intended to hit. But there is no way to unambiguously select a 3D location on a 2D screen otherwise, as far as I can see. You **have** to make assumptions here.

Cheers,
Pavel
