
Subject: Re: mouse position in 3d
Posted by [davidf](#) on Wed, 28 Jul 1999 07:00:00 GMT
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Waleed Al-Nuaimy (geoserv@compuserve.com) writes:

> How can I read the mouse pointer position in a 3d object graphics
> window?

Get the cursor position from your draw widget, then use the Pickdata
method on the Window object to get your 3D location.

Cheers,

David

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