

3D Cursor Node

The *3D Cursor* node outputs the position and orientation of the 3D cursor in the scene.

Note

This node can only be used in the [Tool context](#).

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Location

The position of the 3D cursor.

Rotation

The orientation of the 3D cursor as a standard rotation value.

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