

Q: I would like to convert a point returned in an NXEvent from its base coordinates to a view coordinate system. There are several routines to convert coordinates between views and between the screen and base coordinate systems, but I have not found one to convert a base coordinate to a view's coordinate system. How do I do this?

A: Calling the following method with `aView == nil` converts the point from the base coordinate system of the window to the view's coordinate system:

```
-convertPoint:(NXPoint *)aPoint fromView:aView;
```

QA740

Valid for 1.0, 2.0, 3.0