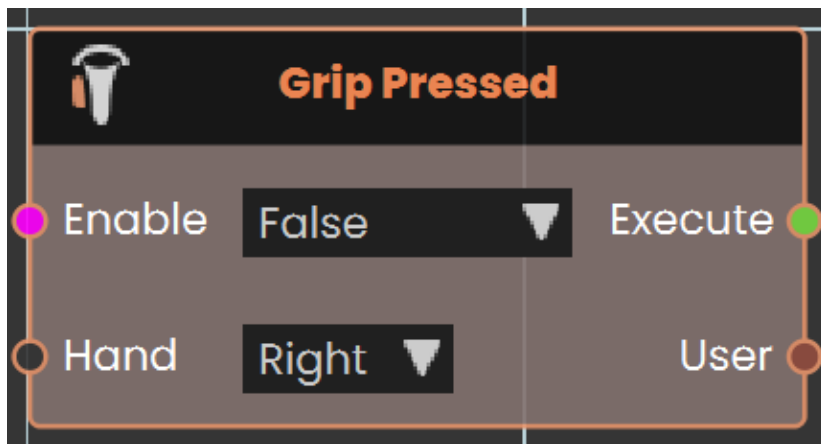


# Events

- Controller \ Grip
- SceneNode \ Triggered
- Voice Command \

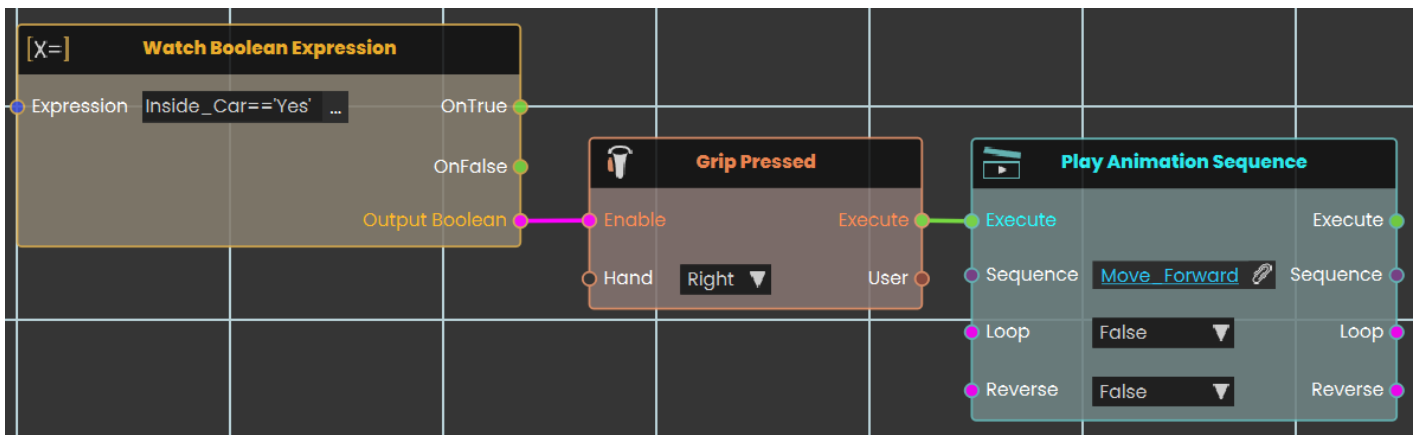
# Controller \ Grip

## Grip Pressed



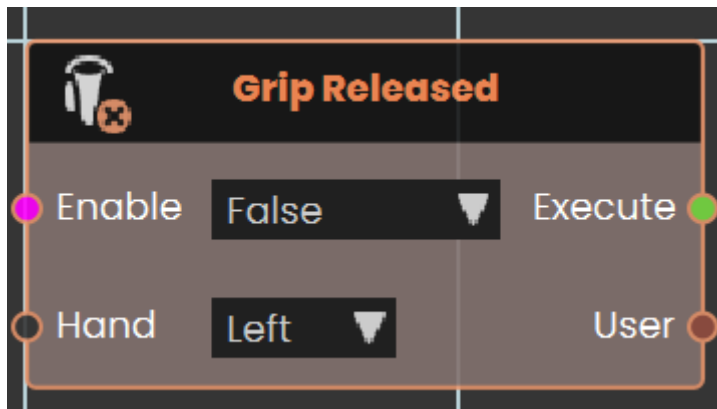
The **Grip Pressed node** enables the user to detect when the VR controller's grip is pressed. By connecting a response to this node, the specified action is executed each time the grip is pressed, allowing for interactive controls within the VR experience.

## Example



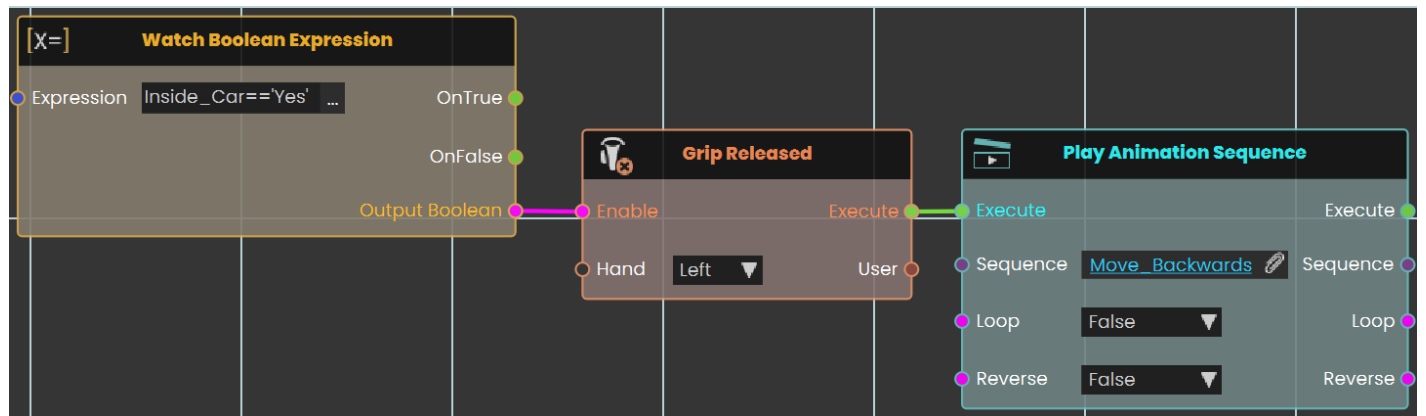
In this example, a **Grip Pressed node** is used to execute a response. Once the Grip press is triggered, the Grip Pressed node checks the boolean value. If the condition is met, the connected response executes, and the animation plays during the VR experience.

## Grip Released



The **Grip Released node** enables the user to detect when the VR controller's grip is released. By connecting a response to this node, the specified action is executed each time the grip is released, allowing for interactive controls within the VR experience.

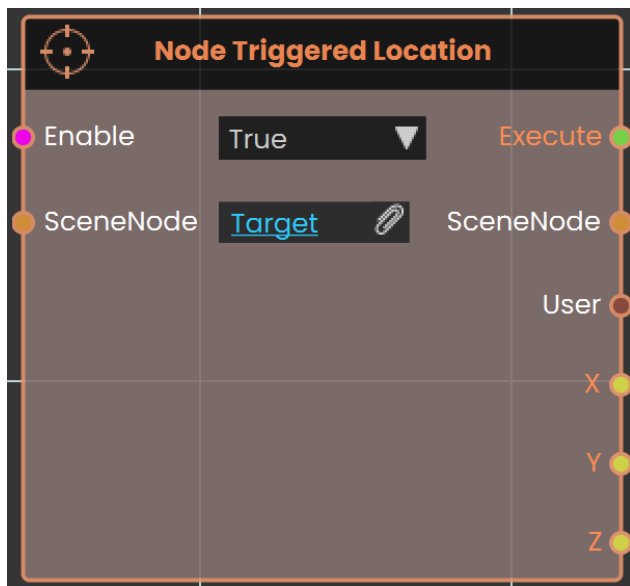
# Example



In this example, a **Grip Released node** is used to execute a response. Once the Grip released is triggered, the Grip Released node checks the boolean value. If the condition is met, the connected response executes, and the animation plays during the VR experience.

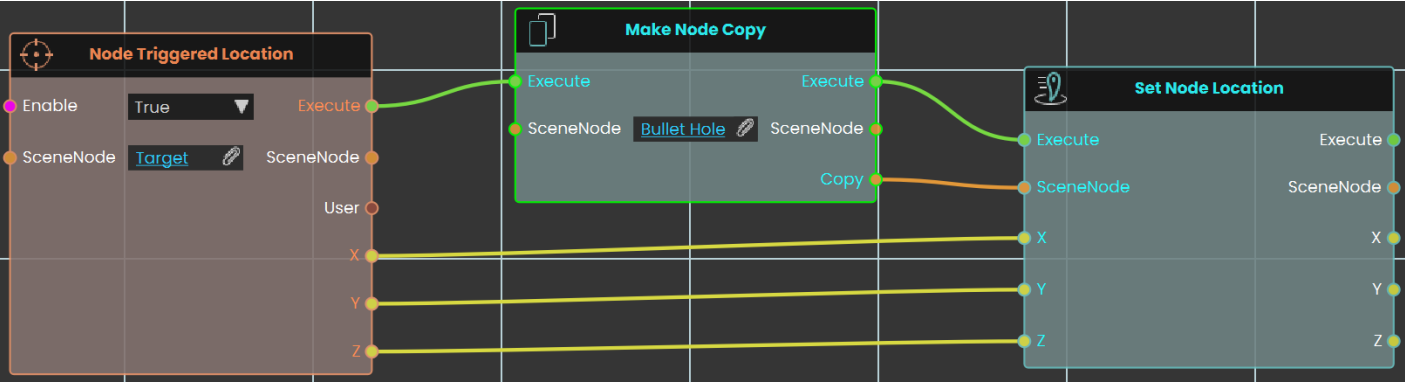
# SceneNode \ Triggered

## Node Triggered Location



The **Node Triggered Location** is used to capture the specific location or position of a triggered event within the VR environment. It enables tracking where a particular interaction occurred, which can be useful for dynamic object placement, analytics, or event-triggered responses based on spatial coordinates.

## Example



In this example, the **Node Triggered Location** is used to capture the location where the user triggers the target. When the target is hit, the node records the exact spot, and a bullet hole is placed using the **Set Node Location**. The **Make Node Copy** is used to enable the user to shoot more than one bullet, creating a new bullet hole at each triggered location. This setup allows for repeated interactions, with each shot creating a new bullet hole in the correct spot.

- ■ ■
- ■
-

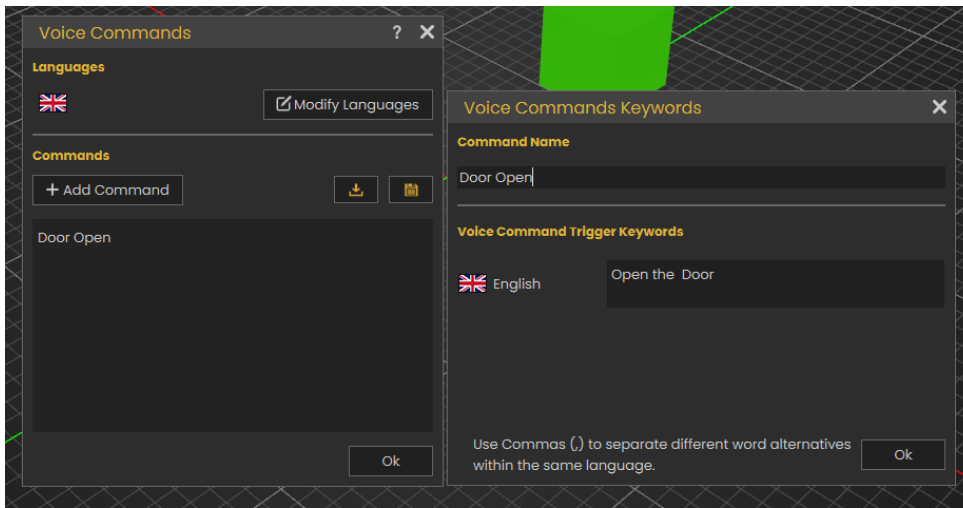
# Voice Command \

## Voice Command Recognized

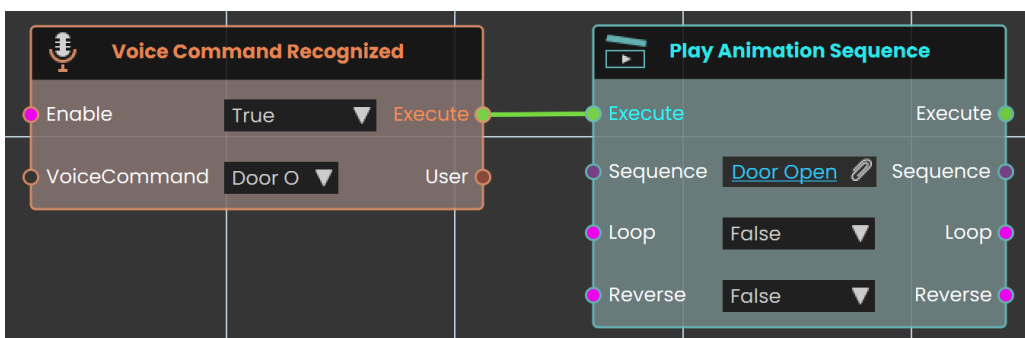


The **Voice Command Recognized event** is used to activate a response when the user says a specific command. This event listens for predefined voice commands and triggers the associated actions or responses within the VR environment upon recognizing the command.

## Example



In this example, a new voice command named "Door Open" is created by accessing the Voice Command section from the Interaction menu and adding the command in the Voice Commands window.



The **Voice Command Recognized event** is used to link the newly created "Door Open" command. When the user says "Door Open," the door open sequence is triggered and plays.



