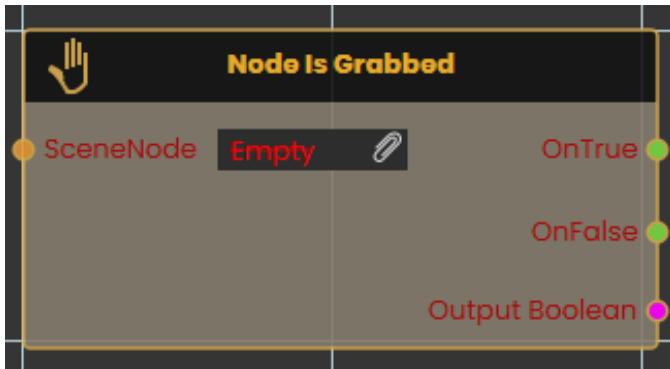


# States

- Node Is Grabbed
- Watch Boolean Expression

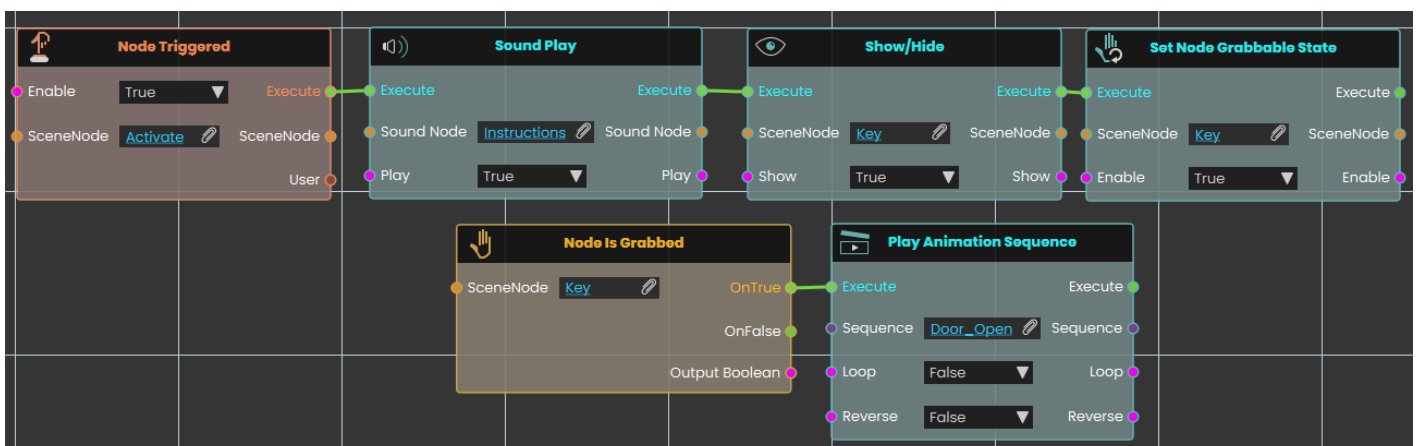
# Node Is Grabbed

## 👉 Node Is Grabbed



The **Node Is Grabbed** node enables the user to check if the assigned node is grabbed with **OnTrue/OnFalse** ports to execute responses or **Output Boolean** port that is compatible with event nodes.

## Examples

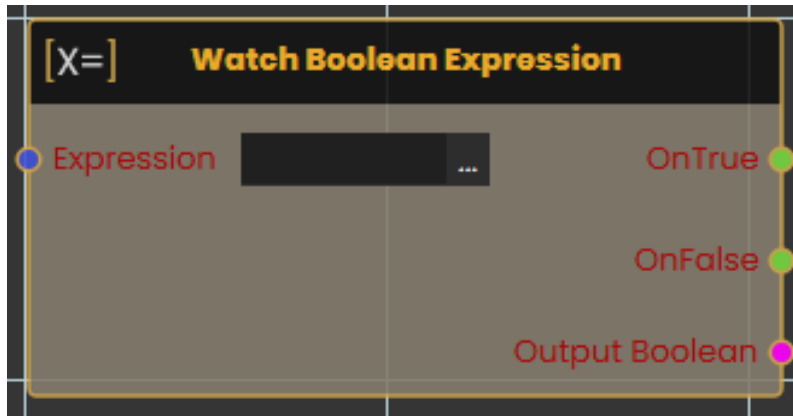


In this example, a **Node Is Grabbed** node is used to check if the node assigned is grabbed. Once the object named **Activate** is triggered, the sound named Instructions will play, and the object named Key will show up and become grabbable. Once the object named **Key** is grabbed, the sequence named **Door\_Open** will play.

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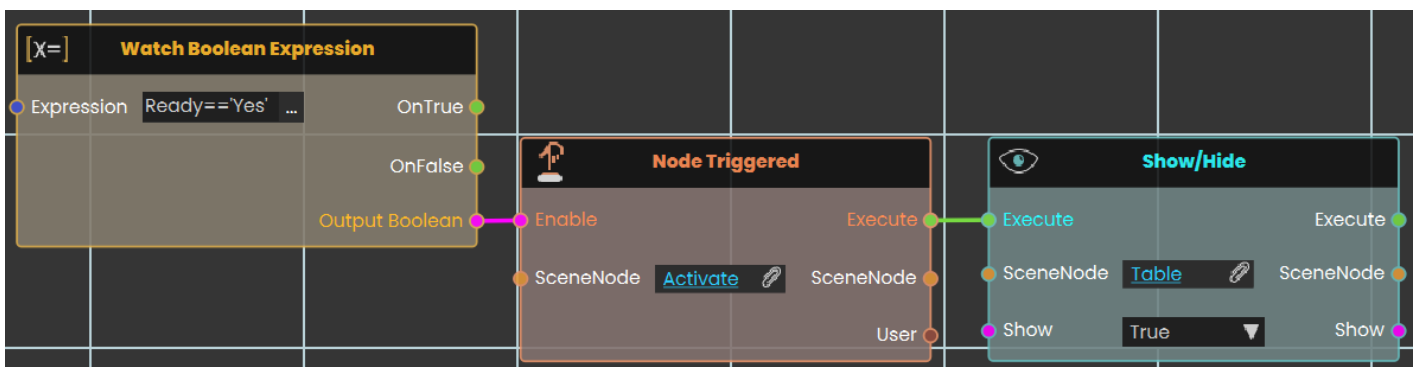
# Watch Boolean Expression

## [X=] Watch Boolean Expression

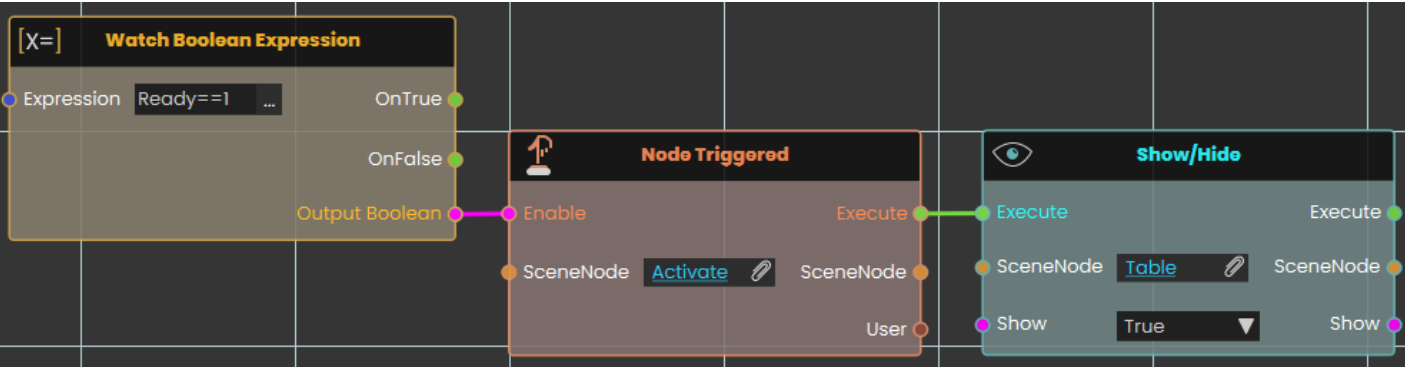


The **Watch Boolean Expression** node enables the user to check the value of specific variable(s) with **OnTrue/OnFalse** ports to execute responses or **Output Boolean** port that is compatible with event nodes.

## Examples



In this example, a **Watch Boolean Expression** node is used to check the value of a **string variable** to determine if it is true or false, depending on the result, the object named Activate can be triggered. Once the event is triggered, the object named Table will be shown during the VR Experience.



In this example, a **Watch Boolean Expression** node is used to check the value of a **number variable** to determine if it is true or false, depending on the result, the object named Activate can be triggered. Once the event is triggered, the object named Table will be shown during the VR Experience.

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