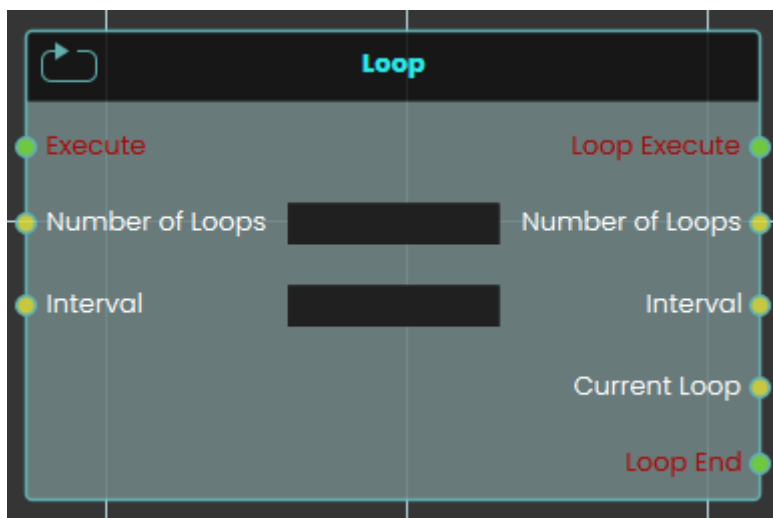


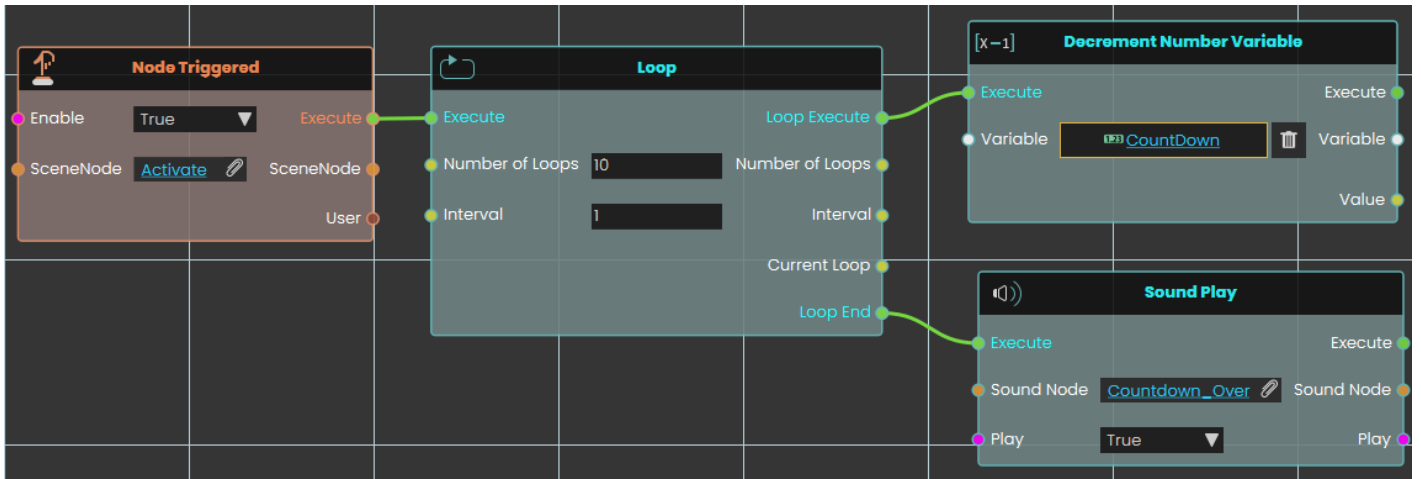
# Execution

## Loop



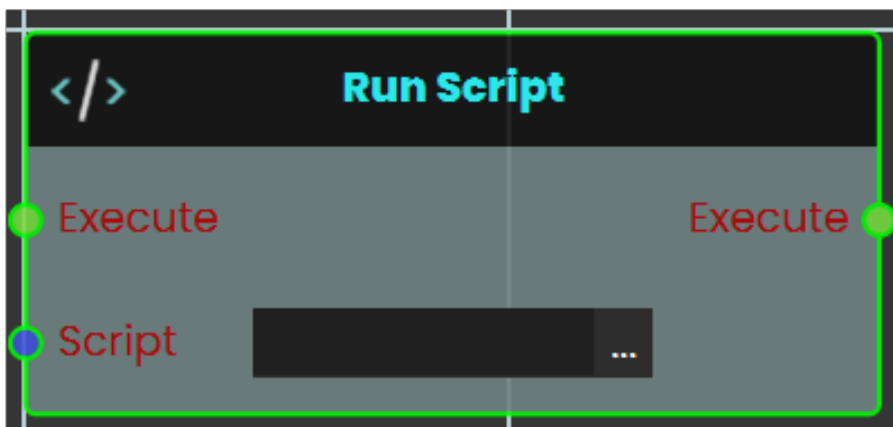
The **Loop node** enables the user to repeatedly execute a connected response for a specified number of times as defined in the Number of Loops field. Each time the event connected to the loop is triggered, the response is executed repeatedly, and the loop continues until the assigned number of repetitions is completed.

## Example



In this example, a **Loop node** is used to repeatedly execute the connected response that decreases the value of a number variable by one. The Decrement response is repeated for the number of times specified in the **Number of Loops** field, with the duration between each repetition set in the **Interval** field. Once the assigned number of repetitions is completed, the sound named **Countdown\_Over** plays.

## </> Run Script



The **Run Script** node allows the user to execute advanced functions using the **Lua programming language**. This node provides flexibility by enabling custom scripts to be triggered when an event occurs. Allowing for complex operations and logic to be carried out as defined in the script. This node is ideal for scenarios requiring functionality beyond the standard nodes, offering advanced customization and control over the system.

You can read about Lua Scripting in SimLab Training builder through the following Blog:

### **Lua Scripting Blog**

**Lua Documentation for SimLab Training Builder**

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