External Connection \ Cloud
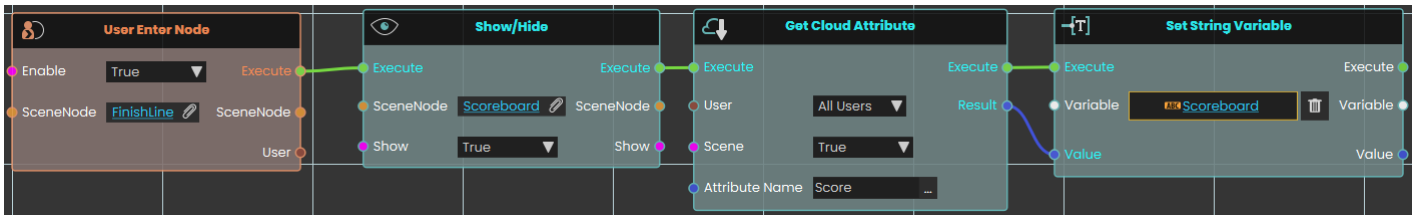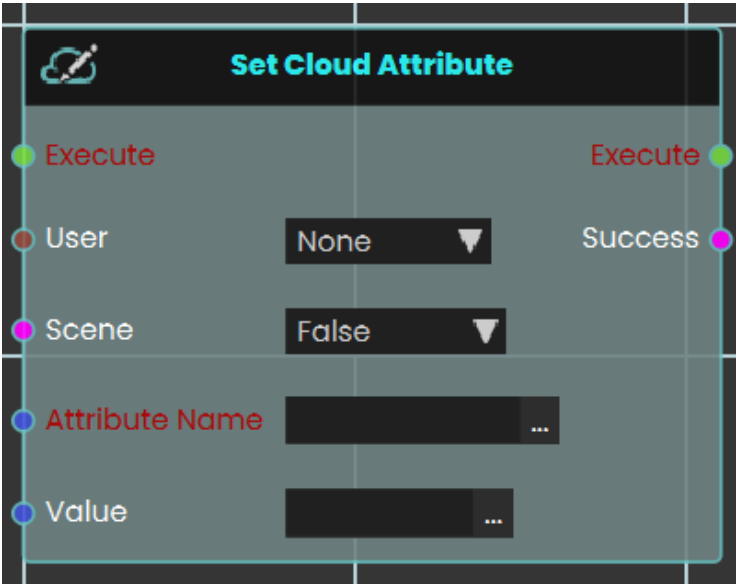
Get Cloud Attribute

The **Get Cloud Attribute** node enables the user to retrieve saved progress for a specific VR Experience by assigning the attribute in the Attribute Name field. The progress can be saved for either the scene, the user, or both. Once the node is executed, the retrieved value can be acquired through the **Result** port.
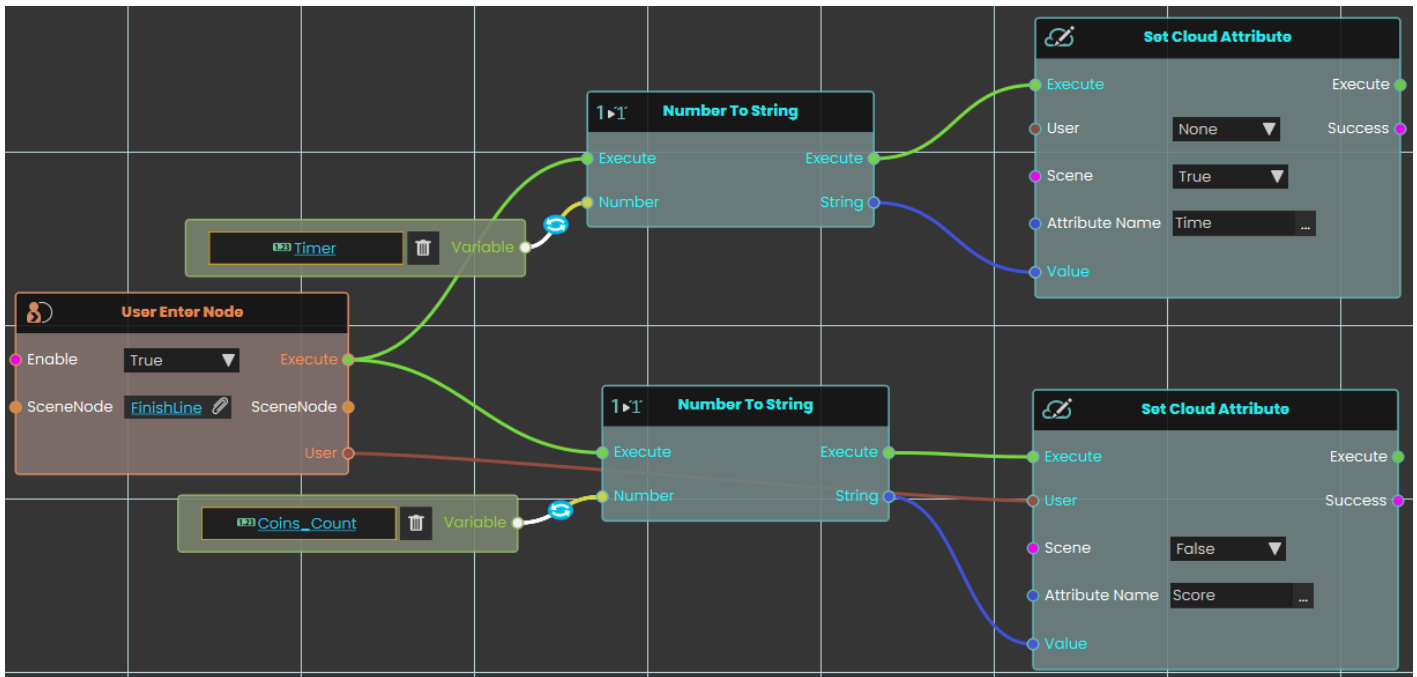
Example

In this example, a **Get Cloud Attribute** node is used to retrieve stored data from Cloud. When the user enters the object named FinishLine, the object named Scoreboard will be shown. The data saved for this specific scene for all users is retrieved and stored in a variable named Scoreboard, which can then be displayed during the VR Experience.

☁ Set Cloud Attribute

The **Set Cloud Attribute** node enables the user to store data for a specific VR Experience by assigning the attribute in the Attribute Name field then set the value of it. the data can be stored for either the user, the scene, or both. Once the node is executed, the specified data is saved accordingly.

Example

In this example, a **Set Cloud Attribute** node is used to store data in Cloud. When the user enters the object named **FinishLine**, the value of the variable **Time** will be converted to String and stored under the **attribute named Time** for the **Scene Only**, meanwhile the value of the variable **Coins_Count** will be converted to String and then stored under **the attribute Score** for the **User Only**.

Note: To retrieve the Cloud data, the experience must be run from a logged-in account in SimLab VR Viewer.

Revision #2
Created 17 March 2025 09:22:27 by Mahmoud
Updated 17 March 2025 09:23:50 by Mahmoud