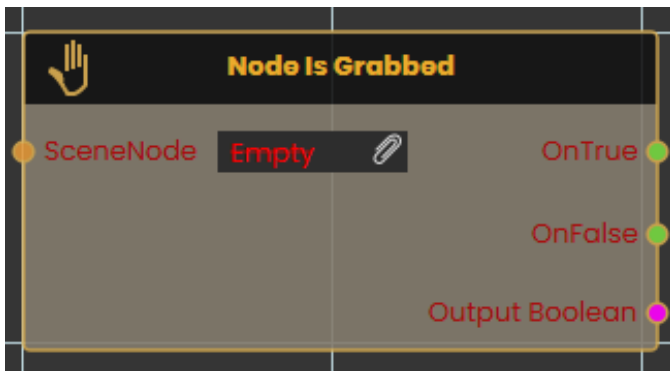


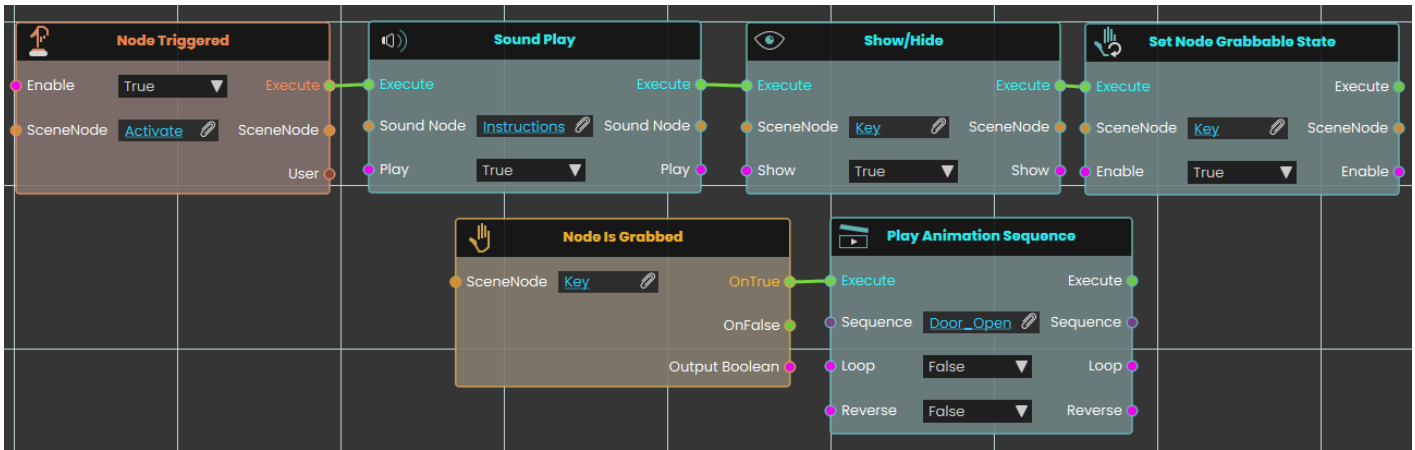
# Node Is Grabbed

## 👉 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.