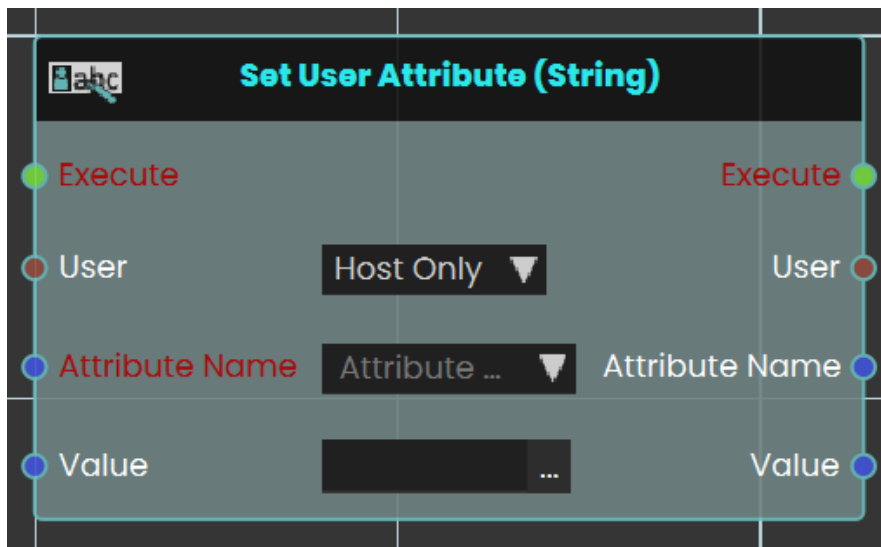


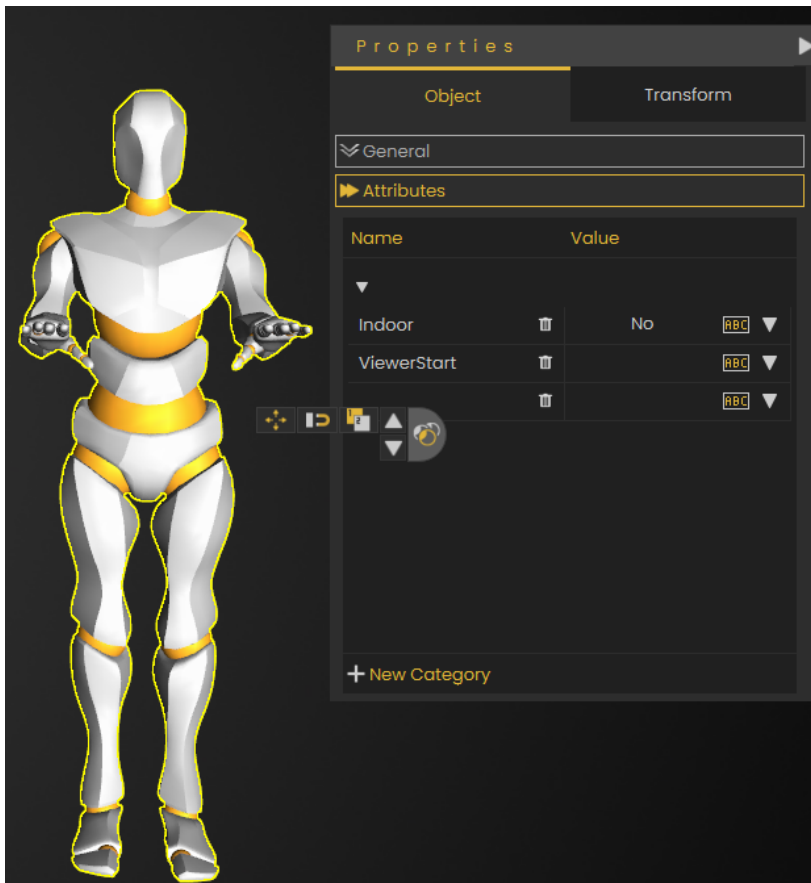
User \ Attributes \ String

Set User Attribute (String)

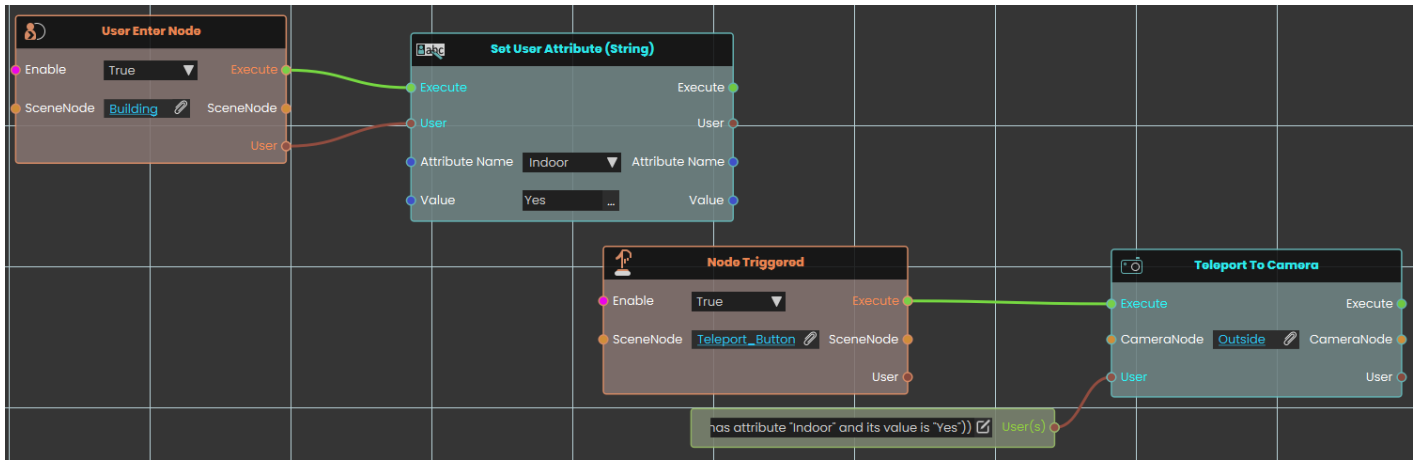


The **Grip Pressed node** enables the user to detect when the VR controller's grip is pressed. By connecting a response to this node, the specified action is executed each time the grip is pressed, allowing for interactive controls within the VR experience.

Example



In this example, we added a **String User Attribute** called it **Indoor** with the value **No**



Once the user enters the object named Building, the **Indoor** attribute's value will be set to **Yes**, then when the object named Teleport Button is triggered, the user(s) with the attribute named **Indoor** and the value **Yes** will be teleported to the **Outside** CameraNode location.

Revision #14

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