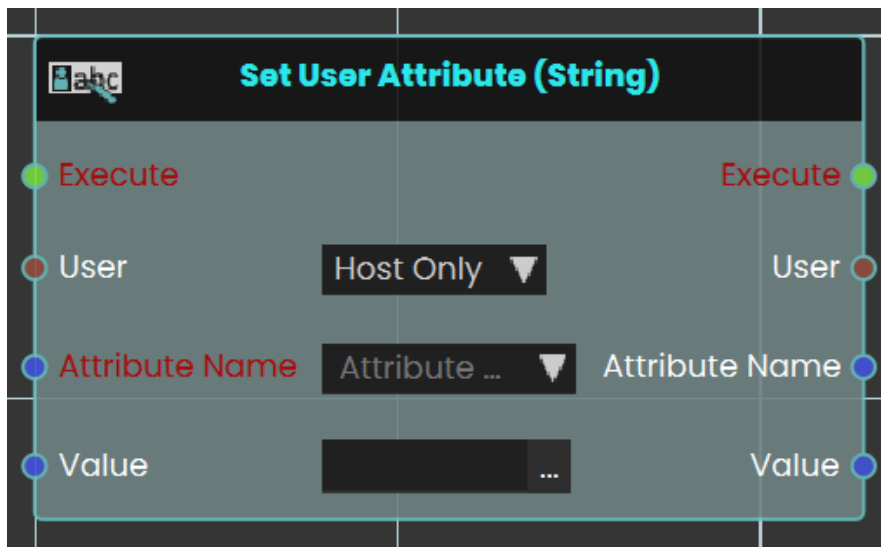


# User \ Attributes \ String

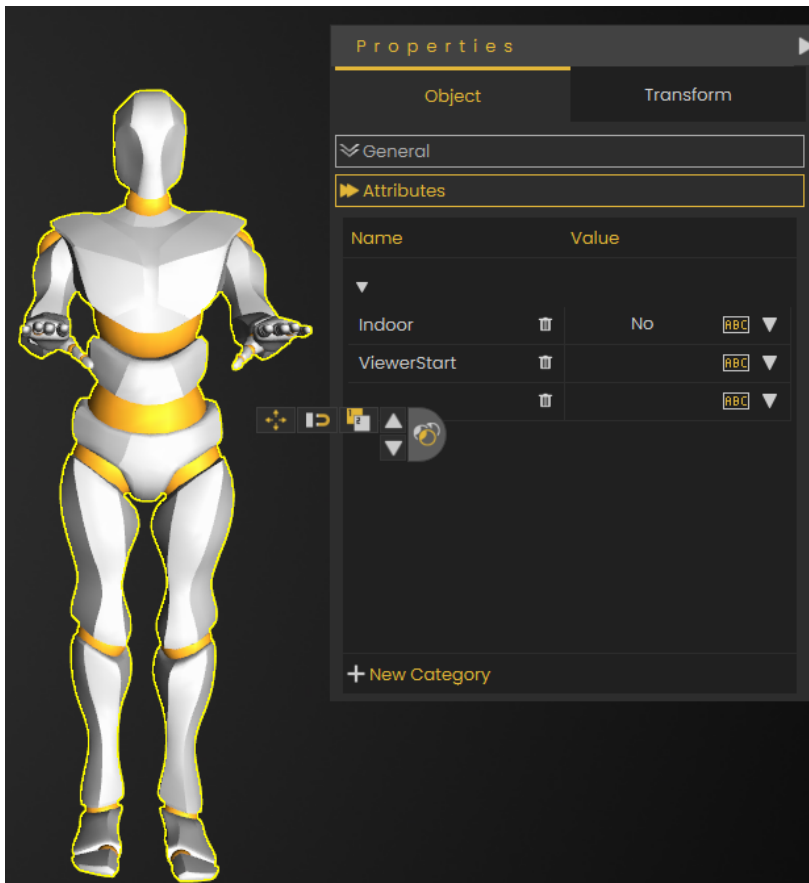
## Set User Attribute (String)



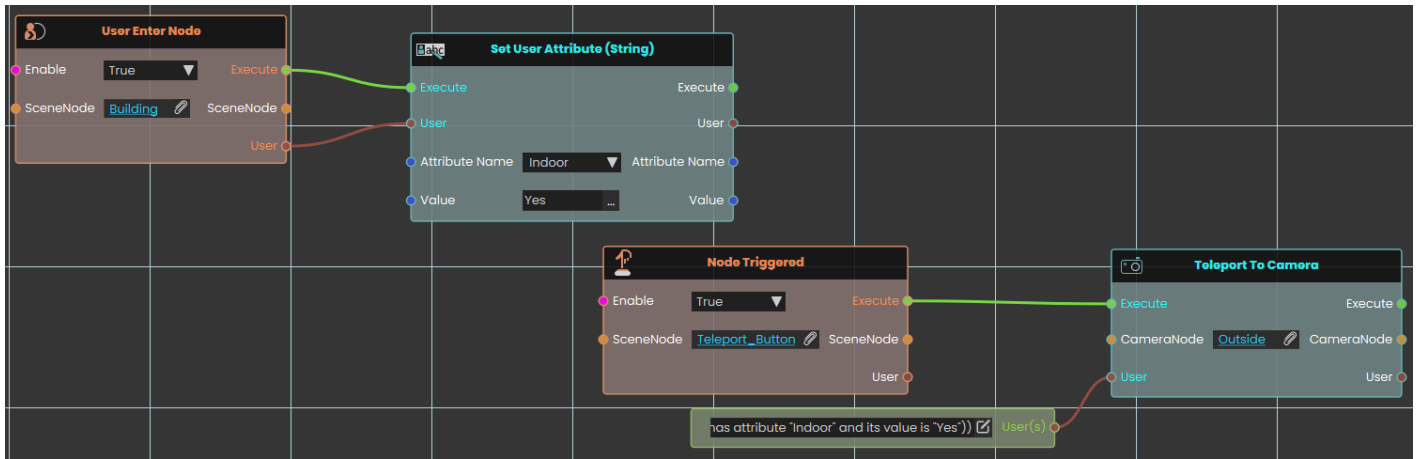
Set User Attribute (String)	
Execute	Execute
User	User
Attribute Name	Attribute Name
Value	Value

The **Set User Attribute** response enables user to set a value to an attribute by either typing in a string value in the value field or by attaching a value or a variable node to that port. Then once the response is executed, the variable value can be acquired through the **Value** port.

## 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.

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