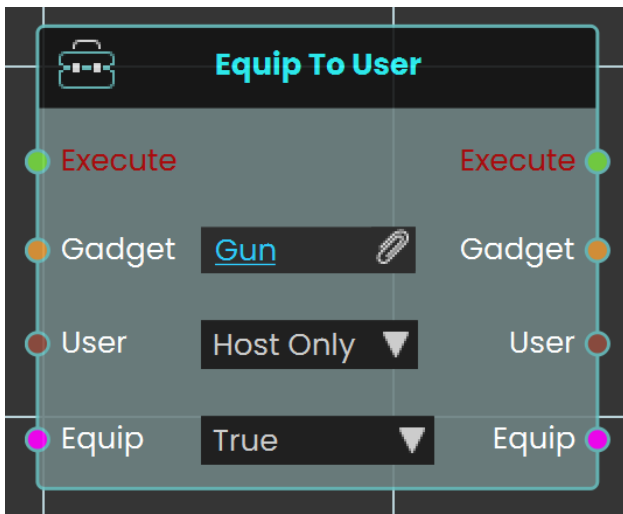


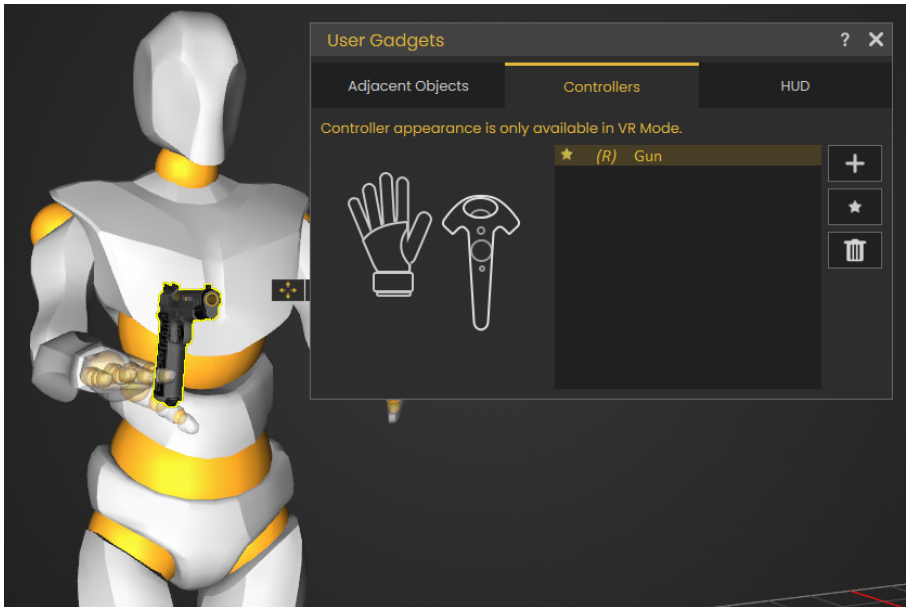
# User \ Gadget

## Equip To User

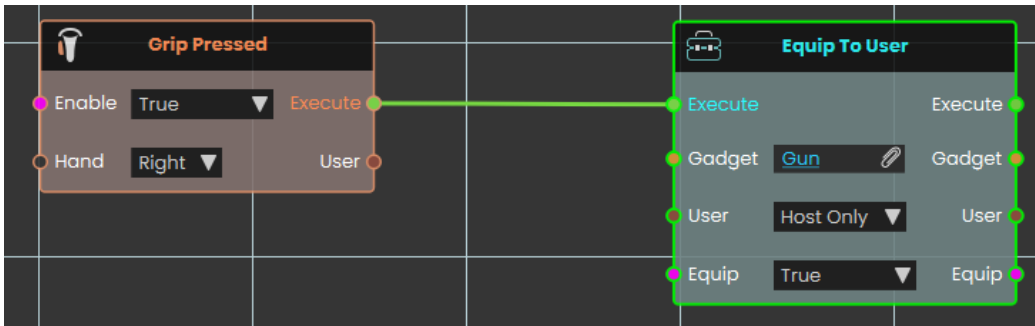


The **Equip to User** Node enables the user to equip or unequip gadgets, adjacent objects, or HUD elements to the user within the VR environment. This node enhances interactivity by enabling users to interact directly with various items and interface elements as part of their virtual experience.

## Example



In this example, the **Equip to User Node** is used to equip a gun controller to the user. Select the gun object, then assign it to the controller by clicking on the plus icon in the User Gadget window.



To activate the gun gadget, press the right grip button then the gun will be attached to the User's controller in the VR environment.

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