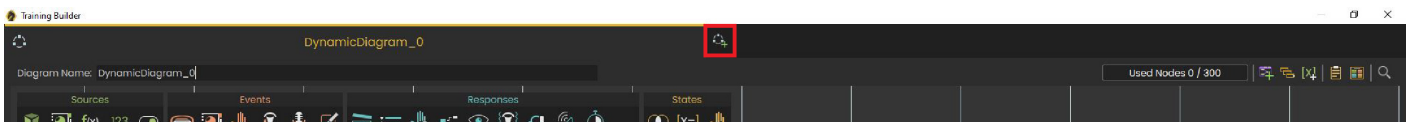


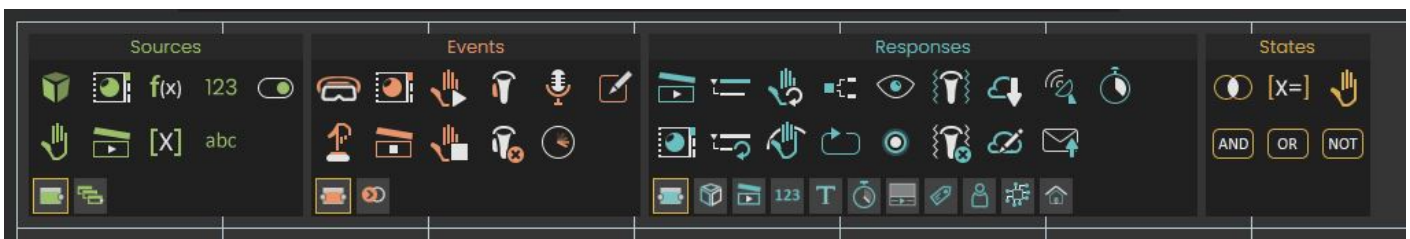
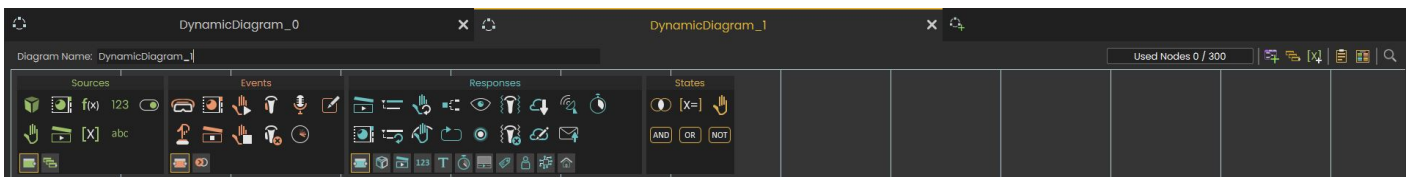
Dynamic Builder

In template diagrams, a user was able to define logic for a group of objects based on name, or attribute criteria. Dynamic diagrams take this to the next level, they allow defining interaction between multiple templates, in a dynamic way. What this mean is that a user can set a dynamic criteria for triggering actions and responses mainly by defining multiple queries using multiple scene nodes.

When you have access to the Dynamic Builder, the default diagram will be a Dynamic diagram, and to add a new one, click the highlighted Add a new dynamic diagram button at the top right side of Training Builder diagram.



A new Dynamic Diagram will open, and the Dynamic Diagram menu will appear.

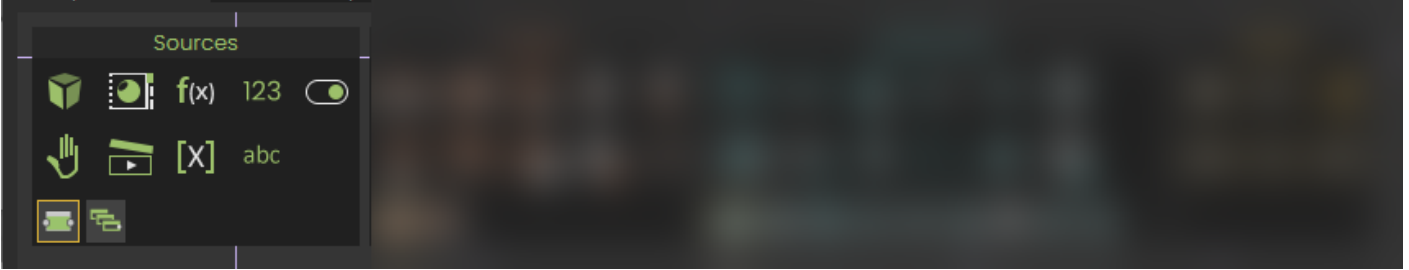





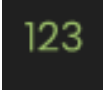





Dynamic training builder menu is divided into four groups:

Sources

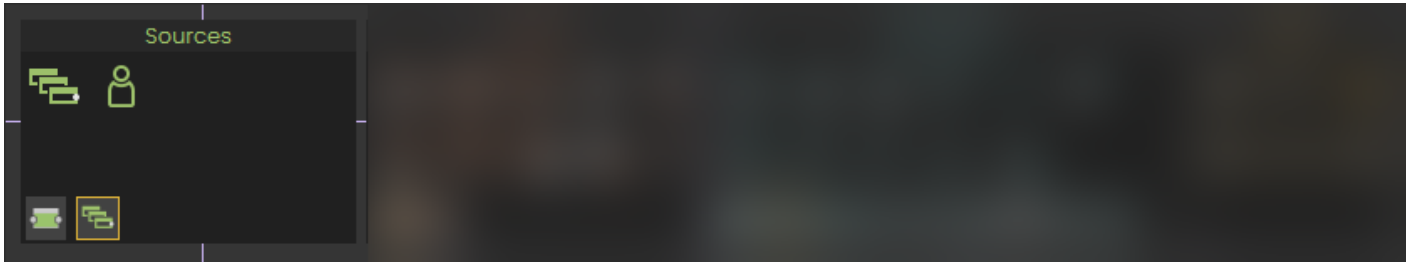
A source is an expression that will generate a value that can be used to trigger an event in the Dynamic Builder. Sources are divided into two tabs, Main Sources and Template Sources.


Main Sources



| Icon | Source Name |
|---|-------------|
|  | Scene Node |
|  | Scene State |
|  | Expression |
|  | Number |
|  | Boolean |
|  | Hand |
|  | Sequence |
|  | Variable |
|  | String |

Template Sources

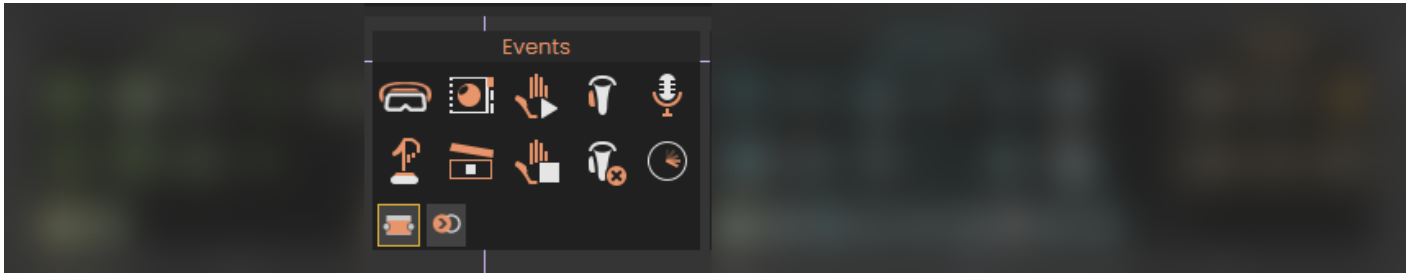


| Icon | Source Name |
|---|------------------|
|  | Scene Node Query |
|  | User Query |





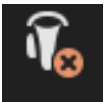


Events

Events are triggered when something happens in the VR Experience. They are arranged into two tabs Main Events and Object Interactions

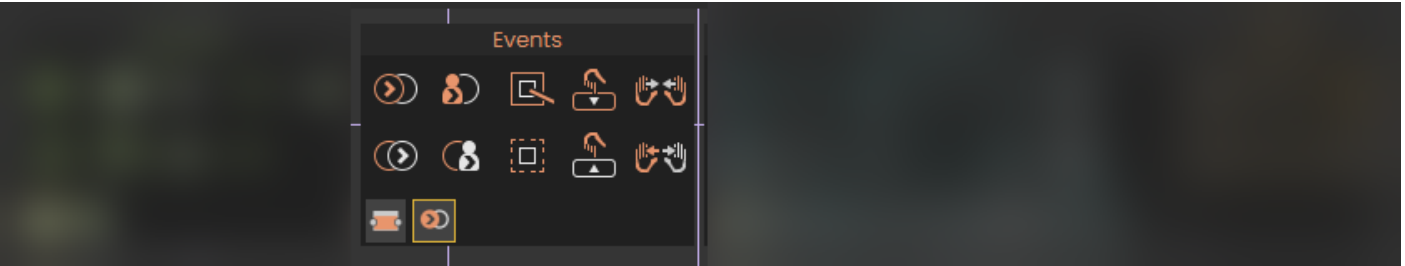
Main Events


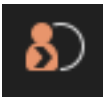










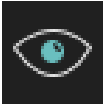


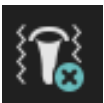
| Icon | Event Name |
|---|---------------------|
|  | Scene Start |
|  | Node Triggered |
|  | Scene State Applied |

| | |
|--|--------------------------|
|  | Sequence Ended |
|  | Node Grab Started |
|  | Node Grab Ended |
|  | Grip Pressed |
|  | Grip Released |
|  | Voice Command Recognized |
|  | Ticker |

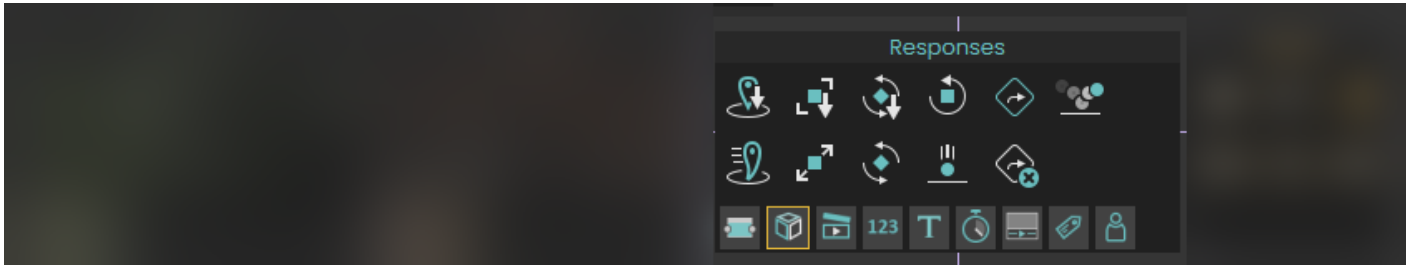
Object Interactions



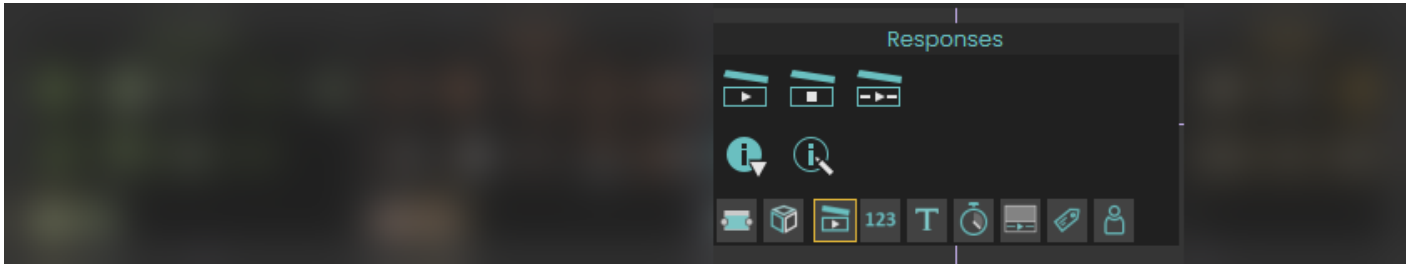
| Icon | Event Name |
|---|------------------|
|  | Node Enter Node |
|  | Node Exited Node |
|  | User Enter Node |

| | |
|---|------------------------------|
|  | Play Animation Sequence |
|  | Apply Scene State |
|  | Set Parent Node |
|  | Reset Parent Node |
|  | Set Node Grabbable State |
|  | Delay |
|  | Branch on Expression |
|  | Loop |
|  | Show/Hide |
|  | Set Node Glow State |
|  | Enable Controller Vibration |
|  | Disable Controller Vibration |

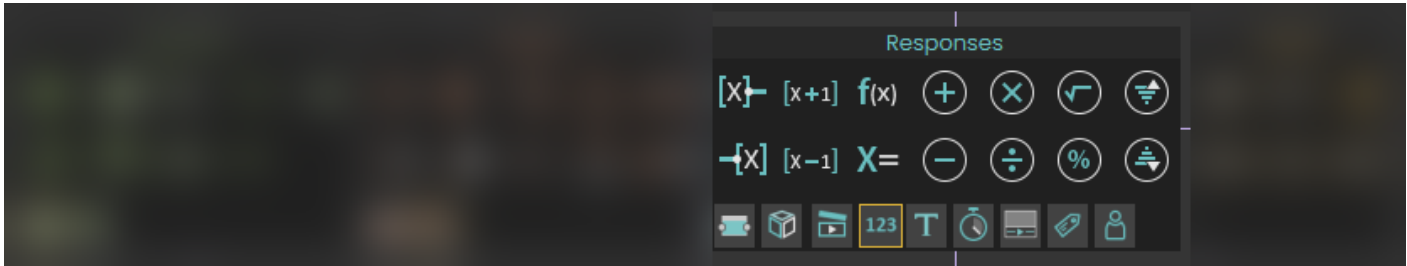
Objects Behavior



Animation Sequences



Numbers



String



Time Variable



Media



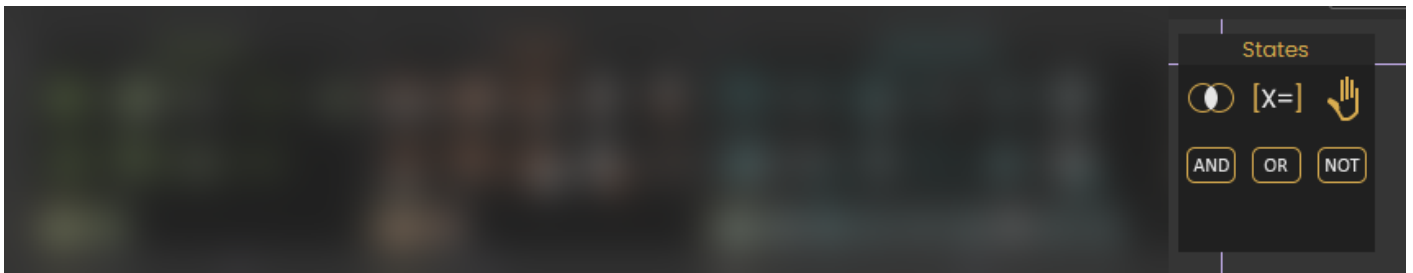
Attributes



User



States

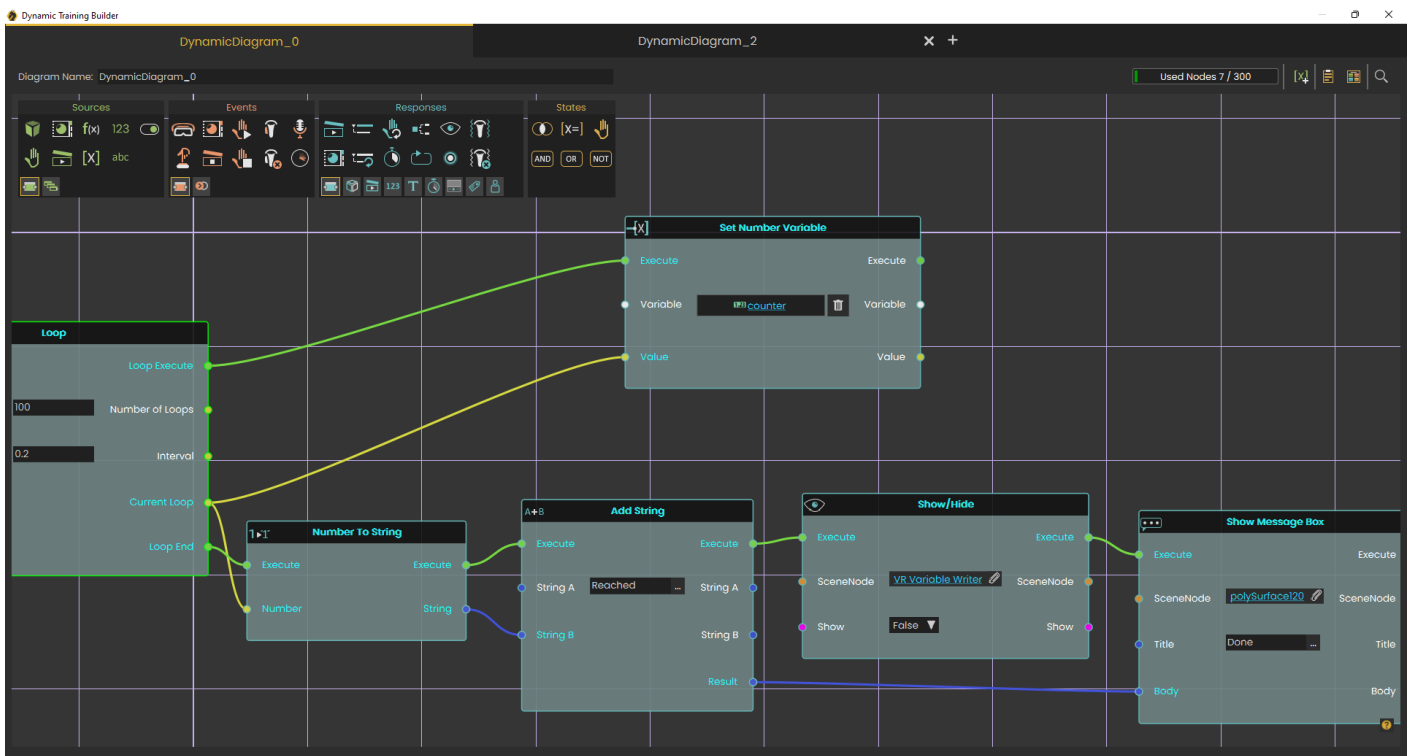


The following video shows the behavior in action, if you do not get why this is useful, do not worry about it for now.

In the future when you create more dynamic experiences, you will be glad to have this at your disposal.

https://www.youtube.com/embed/cj_ib2JSKno

The following diagram shows how loop end is used, it is combined with the fact that in Dynamic Builder the show message strings can also be dynamic, so we can show a message depending on the execution of the experience



Revision #3

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Updated 23 February 2025 09:47:26 by Mahmoud