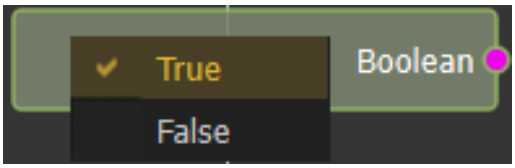
Sources

- Boolean
- Expression
- Material
- Number
- Scene Node
- Scene Node Query
- SceneState
- Sequence
- String
- User Query
- Variable
- Color

Boolean

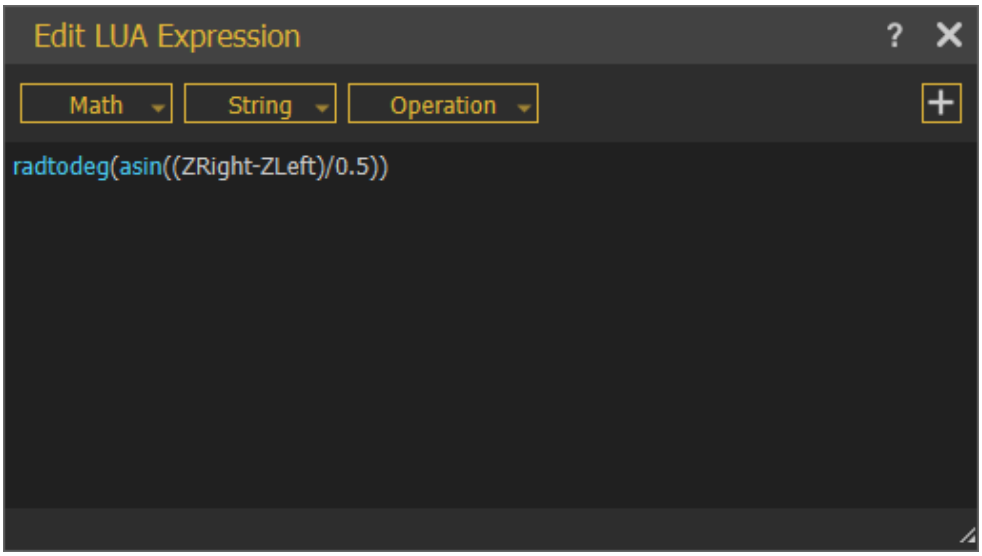
Boolean



Generates a Boolean (True/False) value.

Expression

Expression



Expressions are used to generated values that can be used to trigger events through out the interactive VR experiences. They allow users to define logic related to interactions and can be categorized into Main Sources and Template Sources. For more details on expressions check this tutorial.

You can find a list of all expressions viable in training builder at this link.

Material

Material

Select a material from Material Library to use as



an input in this source.

Number

123 Number

Input a number and use it as a source in your training builder logic



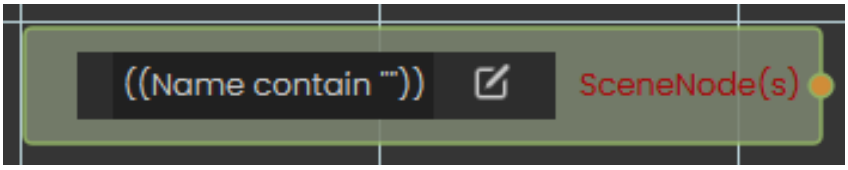
Scene Node



Scene Node

Scene Node Query

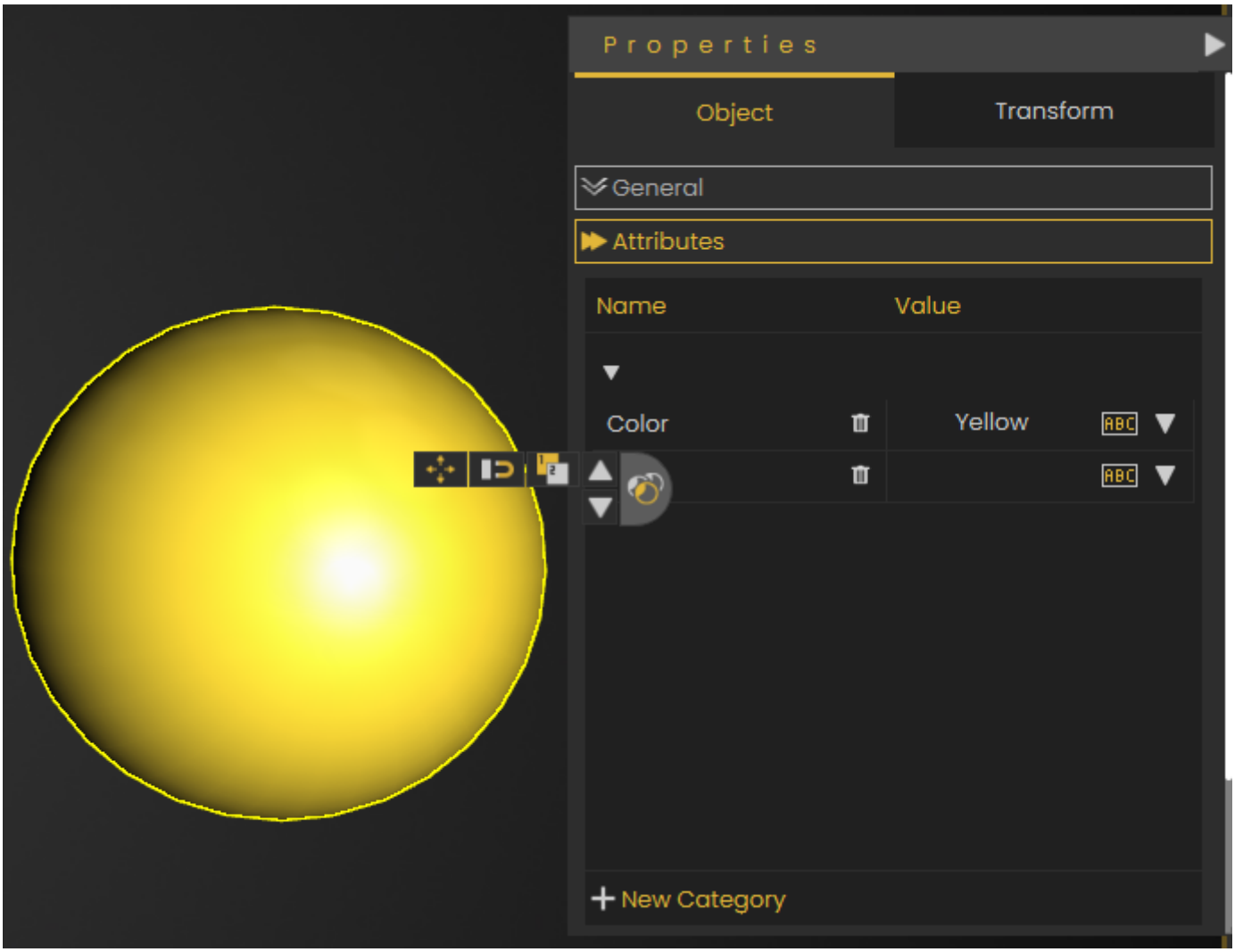
Scene Node Query



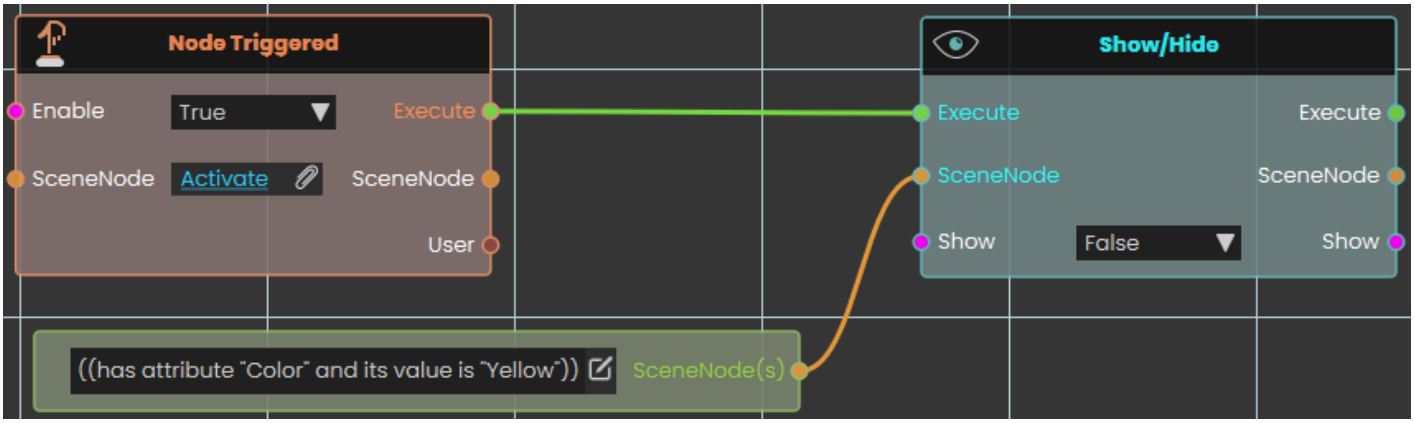
The **SceneNode Query** enables the system to identify an object based on its attributes within the VR environment. This node enhances interactivity by allowing responses to be customized for individual objects, triggering specific actions based on **SceneNode attributes** as part of their virtual experience.

Example

In this example, the **SceneNode Query** is used to acquire specific attributes from specific objects, in order to perform specific response to them



Then when user triggers object named **Activate**, and the response connected to the node will be executed to the objects with attribute name **Color** and its value is **Yellow.**



SceneState

 SceneState

Sequence

 Sequence

String



String

User Query

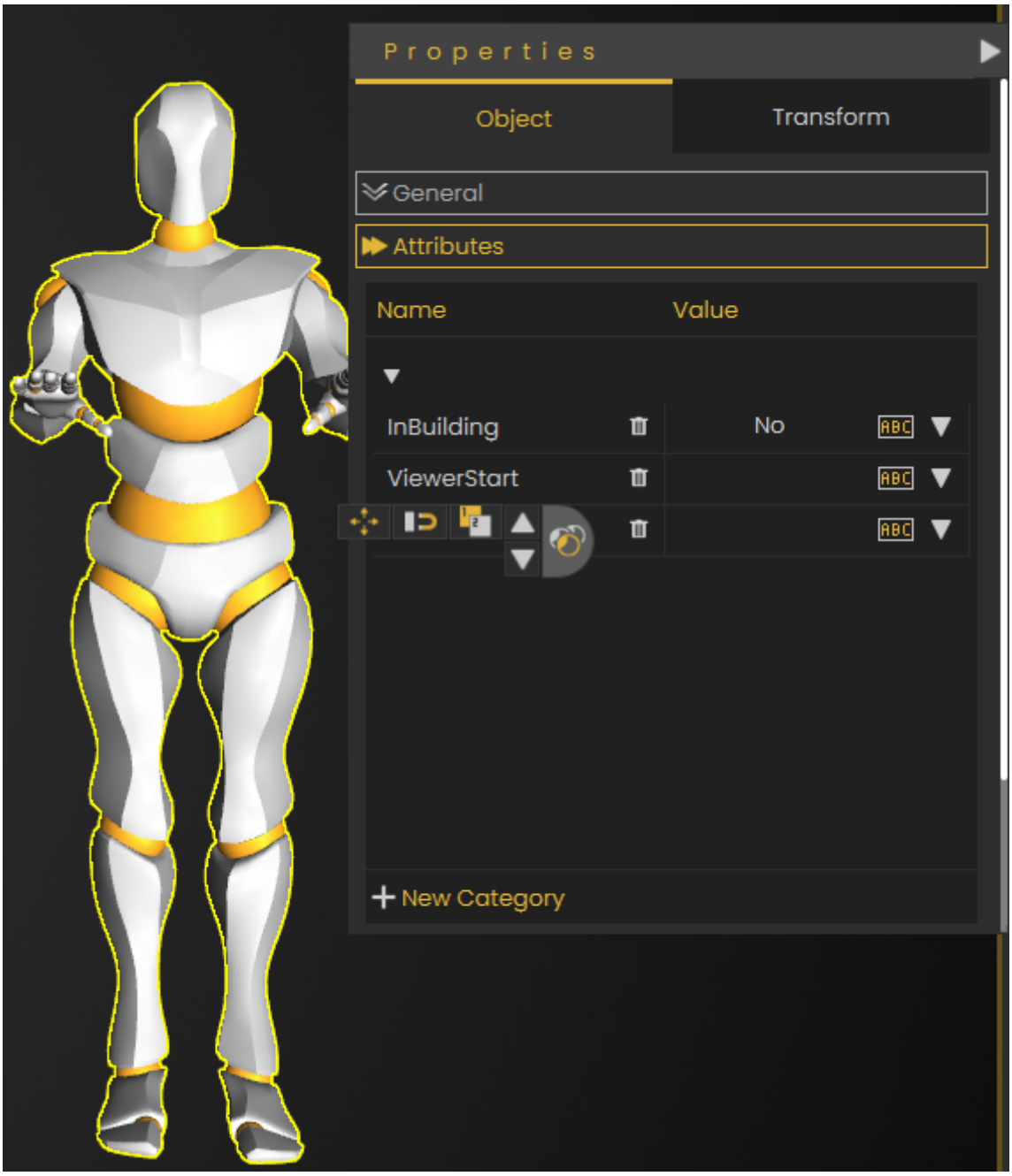
User Query



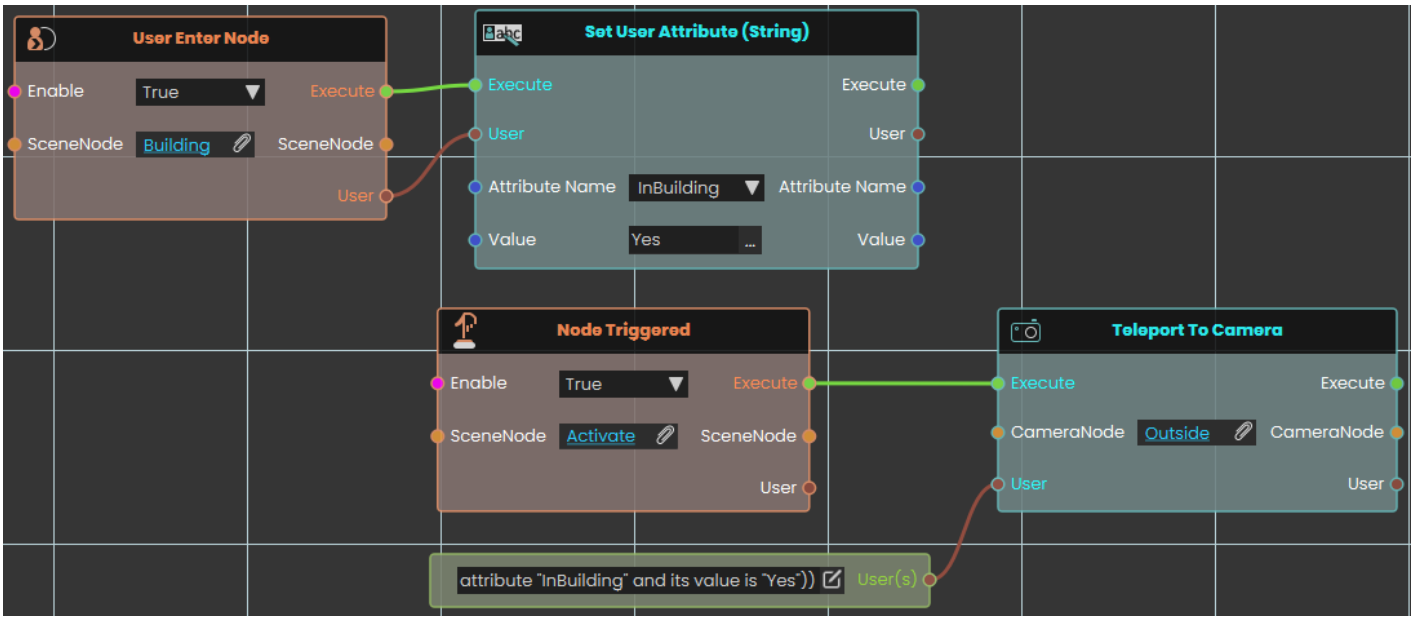
The **User Query node** enables the system to identify a user based on their attributes within the VR environment. This node enhances interactivity by allowing responses to be customized for individual users, triggering specific actions based on **user attributes** as part of their virtual experience.

Example

In this example, the **User Query node** is used to acquire specific attributes from specific users, in order to perform specific response to them



Once the User enters the object named **Building**, their InBuilding attribute's value becomes **Yes,** then when user triggers object named **Activate**, the users with attribute name **InBuilding** and its value is **Yes** gets teleported to CameraNode named **Outside**'s location.

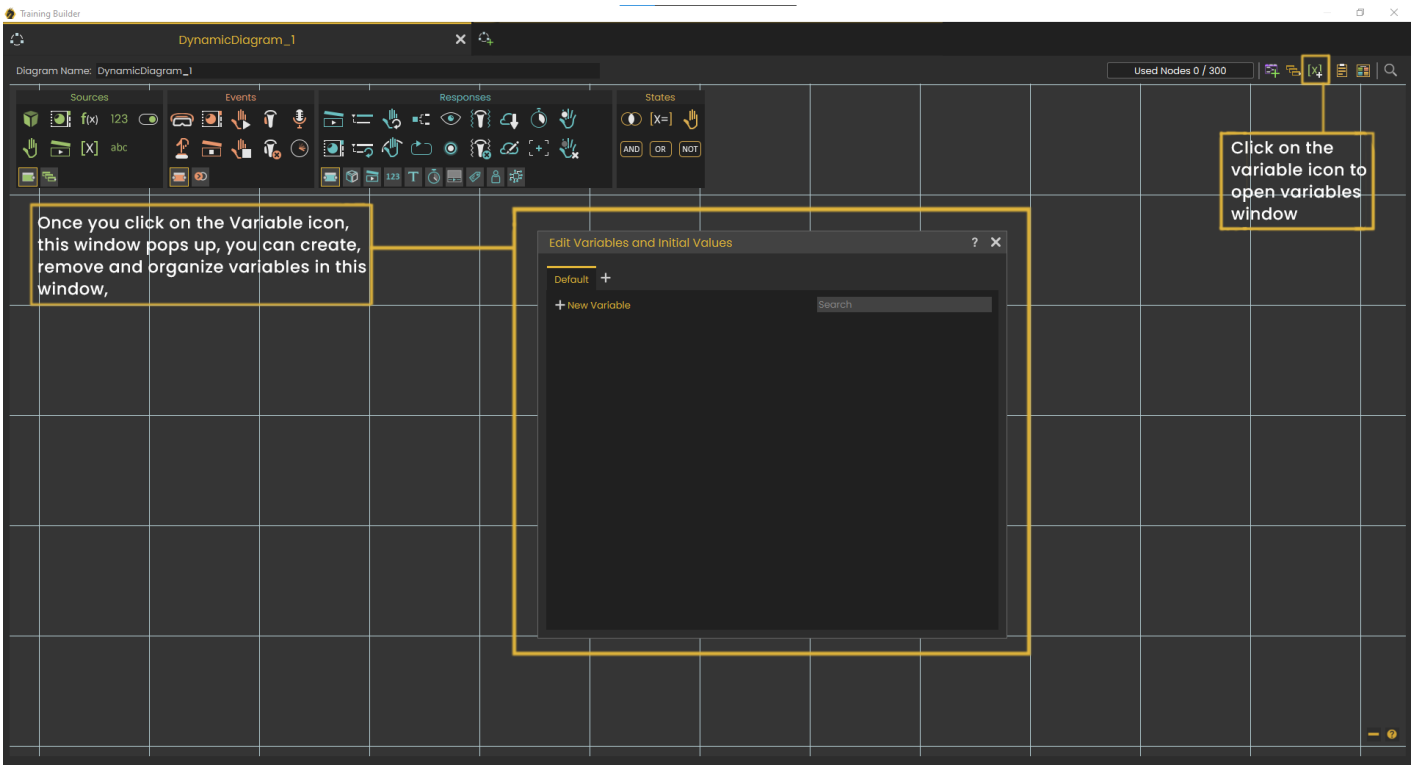

User Enter Node
Enable
True
Execute
SceneNode
Building
SceneNode
User
Set User Attribute (String)
Execute
Execute
User
User
Attribute Name
InBuilding
Attribute Name
Value
Yes
...
Value
Node Triggered
Enable
True
Execute
SceneNode
Activate
SceneNode
User
Teleport To Camera
Execute
Execute
CameraNode
Outside
CameraNode
User
User
attribute "InBuilding" and its value is "Yes"))
User(s)

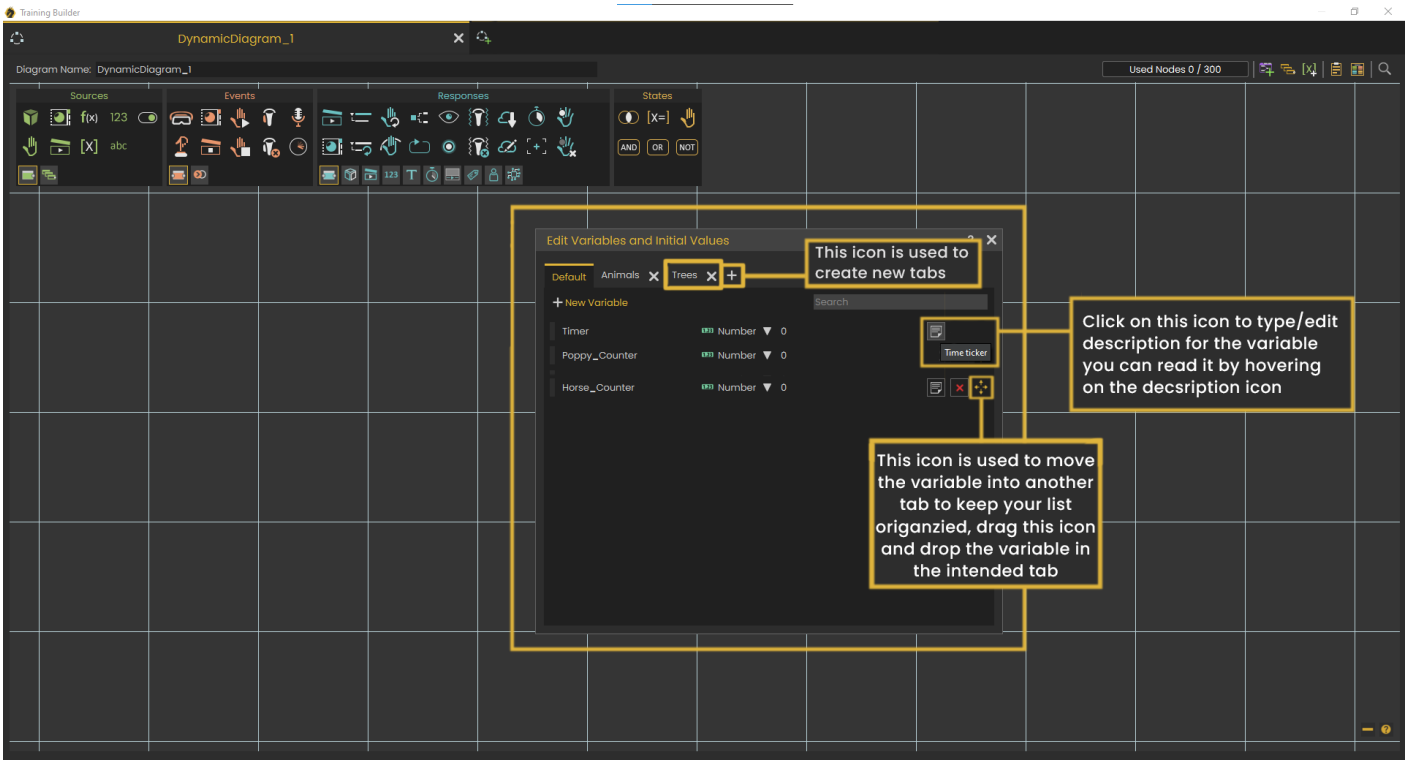
Variable

[X] Variable



The **Variable node** represents the value of a specific variable within the scene and features a variable port that can be connected to nodes requiring variable assignment. This node simplifies complex setups by enabling consistent use of variables throughout the scene, ensuring streamlined connections between different elements in the training builder.





> “Tutorial about **Variable Sorting** on YouTube

Color

The Color node gives you a single color value that you can feed into any other node that needs a color.

What it does

This node provides a color you pick yourself. The node shows the color as a small swatch you can click to open a color picker — a color wheel with RGB, HSV, and HEX entry (HEX codes look like `#C81E1E`). Whatever color you choose becomes the value this node hands out.

It has no Execute flow and nothing needs to fire it — it simply supplies the color value, ready to read at any time. Connect its **Color** output into any node that accepts a color, such as **Set Material Color**.

Inputs

This node has no inputs. You don’t connect a color from another node — you choose it directly on the node itself by clicking its swatch to open the color picker.

Outputs

Port	Type	What you get
Color	Color	The color you picked on the node, shown as a small colored swatch. You can wire this into any node that accepts a color.

Example

Color output	`#C81E1E` (a warm red)

Tips

- One Color node can feed several nodes at once — wire the same **Color** output into as many color inputs as you like to keep them in sync.

- Connect this straight into a **Set Material Color** node to change the color of an object in your scene.