Boolean

These events watch a true/false value and fire the moment it changes — so you can start something the instant a condition becomes true, becomes false, or simply flips either way. They never change the value they are watching; they only react to it.

Boolean events

☑ On True

Watches a true/false value and fires the moment it turns true.

What it does

Connect any true/false value to this node, and it keeps an eye on it. Each time that value changes from false to true, the node fires — letting you start whatever should happen at that moment. For example, you can use it to react the instant a door becomes open, a switch is flipped on, or a task is marked complete.

The node only watches and reacts; it never changes the value it is watching. It stays active as long as its **Enable** input is true, so you can switch the whole watch on or off whenever you like.

Inputs

Port	Type	What to connect
Enable	True / false	While this is true the event is active and watching. Set it to false to switch the event off. It is on by default.
Boolean State	True / false	The true/false value to watch. The node fires each time this value turns true.

Outputs

Port	Type	What you get
Execute	Trigger	Fires each time the watched value turns true. Wire this to whatever you want to happen at that moment.

Example

Enable input	`true`
Boolean State input	The “door is open” value from a door sensor
Execute output	Fires the instant the door becomes open — for example, to play a sound or show a message

Tips

- This node reacts only when the value *changes* to true, not for the whole time it stays true. If you need something to keep running while the value is true, use a node that checks the ongoing state instead.
- To pause watching without removing the node, set **Enable** to false.

☒ On False

This event runs part of your scene whenever a true/false value turns false.

What it does

On False watches a true/false value you give it. The moment that value changes to false, this event fires and runs whatever you have connected to its output. It only watches while it is switched on, so you can turn it off when you don’t need it.

Use it to react to something turning off — for example a light switching off, a door closing, or a checkbox being cleared. It only reacts to the value becoming false; it doesn’t change the value it is watching.

Inputs

Port	Type	What to connect
Enable	True / false	While this is true the event is active and will react when the watched value turns false. Set it to false to switch the event off. It is on by default.
Boolean State	True / false	The true/false value to watch. The event fires when this value becomes false.

Outputs

Port	Type	What you get
Execute	Trigger	Fires each time the watched value turns false. Connect this to whatever you want to run at that moment.

Example

Enable input	`true`
Boolean State input	Wired from a “Light is on” value — when the light is switched off this becomes `false`
Execute output	Fires the moment the light turns off — for example to play a “lights out” sound

Tips

- On False reacts only when the value *changes* to false. If the value is already false when the event becomes active, it waits for the next time it turns false again.
- Pair it with On True if you want to react both when something turns on and when it turns off.

 On Change

Watches a true/false value and reacts the moment it flips from true to false or from false to true.

What it does

This is an event — it doesn't wait for another node to start it. As long as it's switched on, it keeps an eye on the true/false value you feed into it. Each time that value *changes* (true becomes false, or false becomes true), the node fires once.

It only reacts to a change, not to the value simply staying the same. So if the value is true and stays true, nothing happens; the node only acts at the moment of the switch. It doesn't alter the value it's watching — it just notices when it moves and lets the next part of your scene run.

Inputs

Port	Type	What to connect
Enable	True / false	While this is true the event is active and watching for changes; set it to false to switch the event off. It starts switched on.
Boolean State	True / false	The true/false value you want to keep an eye on — for example whether a door is open, whether a switch is flipped, or whether the trainee is inside a zone. The node fires whenever this value changes.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once each time the watched value changes. Wire this into whatever should happen in response.

Example

Enable input	`true` — keep watching the whole time
Boolean State input	Whether the safety valve is open (a true/false value from the scene)
Execute output	Fires the moment the valve opens or closes — for example to play a sound or show a message

Tips

- This node reacts to *both* directions of change — on becoming true and on becoming false. If you only care about one direction, add a check after it for the current value.
- Turn the watching off at any time by feeding `false` into **Enable**, then back on with `true`.

Revision #2
Created 2026-06-11 14:25:41 UTC by Rafat
Updated 2026-10-25 09:23:43 UTC by Rafat