Dashboard

The nodes on this page send results from a running experience to the web dashboard of the scene's **Dashboard Project**, where trainers and managers review them. You can report a value (such as a score or a time), report a file (such as a screenshot), or ask the trainee to write feedback. The scene needs a Dashboard Project set in the VR menu, and the trainee must be signed in.

What's on this page

- **Request Feedback** — Asks the trainee one of your feedback questions by opening the notes panel on that question.
- **Report Dashboard Value** — Sends one result from the trainee's run, such as a score or a time, to your feedback dashboard.
- **Report Dashboard File** — Sends a file from the trainee's run, such as a screenshot or a voice recording, to your feedback dashboard.

📝 Request Feedback

Asks the trainee one of your feedback questions by opening the notes panel on that question.

What it does

When this node runs, the trainee's notes panel opens with one of the feedback cards you made in the Dashboard Designer. The card's question appears above the usual note area, so the trainee can answer it the same way they write any note. When they send the note, it shows up on the project's dashboards under that card, so you can read every answer to the question in one place.

The node only asks. It does not wait for an answer and does not hold the trainee in place: the **Execute** output fires straight away and the scene carries on while the panel is open. If another **Request Feedback** node fires while a card is still open, the question is replaced

with the new one and anything the trainee has already typed is kept. The question is read from the card as it was last published, so if you reword a question in the Dashboard Designer you don’t need to export the scene again.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node’s **Execute** output.
Name	Text	The feedback card to open, picked from the list of the scene’s cards. If you type it, spell it exactly as the card is named in the Dashboard Designer. This is required.

Outputs

Port	Type	What you get
Execute	Trigger	Fires as soon as the card is opened. It does not wait for the trainee to answer.

Example

Name input	`Valve Check` — a card whose question is “Did the pressure valve look damaged? Describe what you saw.”
Execute output	Fires right away; the trainee sees the question in the notes panel and can answer it whenever they are ready

Tips

- The scene needs a Dashboard Project (SimLab Composer, VR menu). Without one there is nowhere for the answer to go, so the card does not open at all.
- If no published card has the name you gave, the panel still opens, but shows the card’s name instead of a question. Publish the card from the Dashboard Designer, or check the spelling.
- Because the scene keeps running, place this node where it makes sense for the trainee to stop and write, such as right after they finish a step.

Report Dashboard Value

Sends one result from the trainee’s run, such as a score or a time, to your feedback dashboard.

What it does

Each time someone runs the scene, the viewer opens a new run (a session) on the scene’s Dashboard Project and closes it when they leave. This node saves one value into that run, under the metric you name. The dashboards linked to the project then show it, for example as a score on a chart or a passed/failed mark, next to the trainee’s name. There is nothing to set up in the node itself: the project comes from the scene (SimLab Composer, VR menu, Dashboard Project), and the trainee must be signed in to the viewer, because the run is reported under their account.

The node waits for the dashboard to confirm the value before its **Execute** output fires; the rest of the scene keeps running in the meantime. Each metric can be reported **once per run**. If you report the same metric again, the first value stands, nothing is overwritten, and **Success** is false. Success is also false when the scene has no Dashboard Project, the trainee isn’t signed in, or the dashboard can’t be reached. In each of these cases a short message on screen says why. To report a file such as a screenshot or a voice recording, use **Report Dashboard File** instead.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node’s **Execute** output.
User	User	Whose result this is. Leave it on **Host Only** to report for the host, choose **All Users** to report for every person in the session, or connect the **User** output of the event that triggered this. Each person’s result goes into their own run on the dashboard.

Port	Type	What to connect
Metric	Text	The metric to report, picked from the list of metrics in the Dashboard Designer and the project's dashboards. If you type it, use the metric's name exactly as the designer shows it; capitals don't matter. This is required.
Value	Text	The value to save, given as text, for example `87` for a number or `true` or `false` for a passed/failed metric. Type it, or connect it from another node. The dashboard reads it according to the metric's own type.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once the dashboard has answered, whether the report was saved or not. Check **Success** to find out which.
User	User	The same user you connected to the **User** input, so you can pass it on to the next node.
Success	True / false	True when the dashboard saved the value. False when it was not saved: the metric was already reported in this run, there is no Dashboard Project or no sign-in, or the dashboard could not be reached.

Example

User input	the **User** output of the event that ended the exercise
Metric input	`Final Score`
Value input	`87`
Success output	**true** — the score now appears on the dashboard for this trainee's run

Tips

- Pick the metric from the list rather than typing it. A misspelled metric name is still saved and **Success** is still true, but no chart or tile on the dashboard shows it.
- Because a metric can only be reported once per run, report it at the moment the result is final, for example when the exercise ends.
- For a passed/failed metric, words such as `yes`, `no`, `passed` and `failed` also work.

 Report Dashboard File

Sends a file from the trainee's run, such as a screenshot or a voice recording, to your feedback dashboard.

What it does

Use this node for a metric whose value is a file: a picture from **Take Screenshot to file** or **Capture Camera to File**, or a voice note from **Stop Sound Recording**. The node uploads the file into the Dashboard Project's folder in Cloud Files and saves it under the metric you name, in the trainee's current run. The dashboards linked to the project then show it as a picture or play it as audio. The project comes from the scene (SimLab Composer, VR menu, Dashboard Project), and the trainee must be signed in to the viewer.

The node waits until the file has been uploaded and the dashboard has confirmed it before its **Execute** output fires; the rest of the scene keeps running in the meantime. Each metric can be reported **once per run**. **Success** is false when the file was not saved, for example when the file name doesn't match any file the scene made, the metric was already reported in this run, the scene has no Dashboard Project, the trainee isn't signed in, or the project's owner has no Cloud Files. A short message on screen says why.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node's **Execute** output.

Port	Type	What to connect
User	User	Whose file this is. Leave it on **Host Only** to report for the host, choose **All Users** to report for every person in the session, or connect the **User** output of the node that made the file. Each person's result goes into their own run on the dashboard. Use the same User you gave the node that made the file.
Metric	Text	The file metric to report, picked from the list of metrics in the Dashboard Designer and the project's dashboards. If you type it, use the metric's name exactly as the designer shows it; capitals don't matter. This is required.
FileName	Text	The name of the file to send. Connect the **FileName** output of the node that made it, such as **Take Screenshot to file** or **Stop Sound Recording**. This is required.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once the file has been uploaded and the dashboard has answered, or once the attempt has failed. Check **Success** to find out which.
User	User	The same user you connected to the **User** input, so you can pass it on to the next node.
Success	True / false	True when the file was uploaded and saved. False when it was not: the file could not be found, the metric was already reported in this run, or the upload or the dashboard failed.

Example

User input	the same **User** you gave **Take Screenshot to file**
Metric input	`Finished Assembly Photo`
FileName input	the **FileName** output of **Take Screenshot to file**, for example `Screenshot_01.png`
Success output	**true** — the dashboard shows the screenshot for this trainee's run

Tips

- Wire this node after the node that makes the file has finished, so the file exists before it is sent.
- Pick the metric from the list rather than typing it, so the file lands on a metric the dashboard actually shows.

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