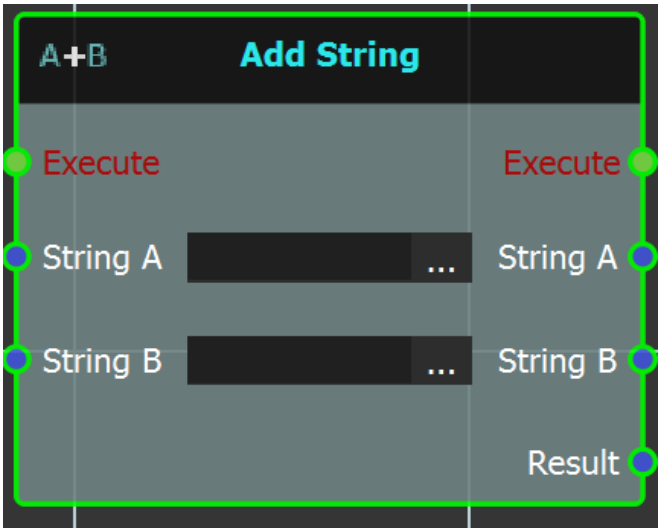
Data Types \ String \ Operations

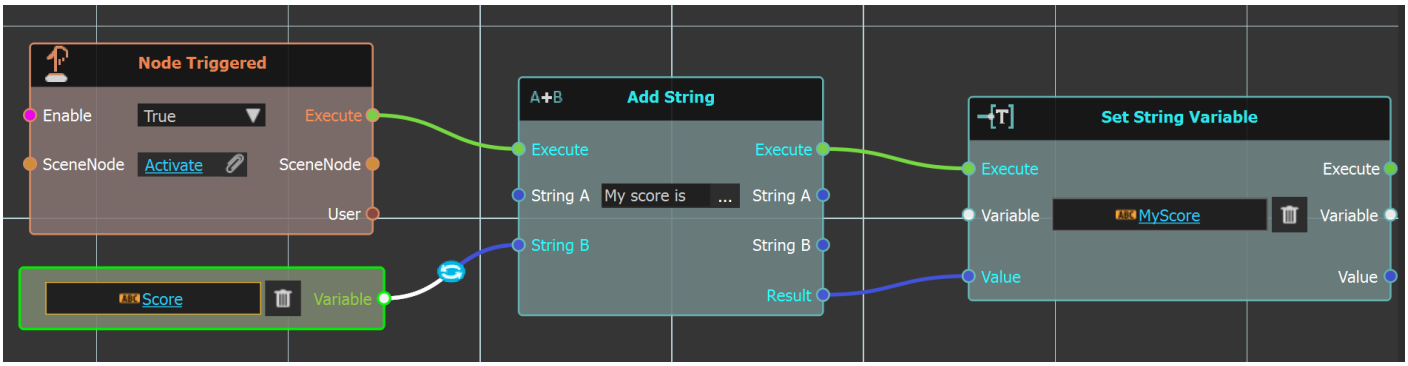
A+B Add String



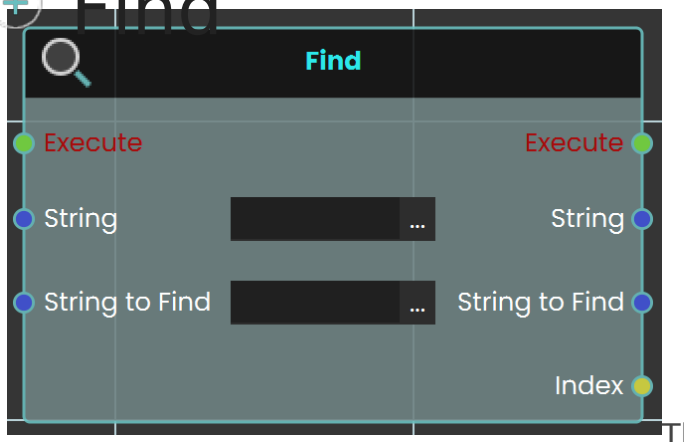
This node can be used to add two strings to each other.

In the below example a **Score** string variable is input to this node, along with **My Score is** string filled in. The result is input to a Set String Variable node, into another string variable name **MyScore** which is linked to a Variable Writer in the scene to be displayed.

Example

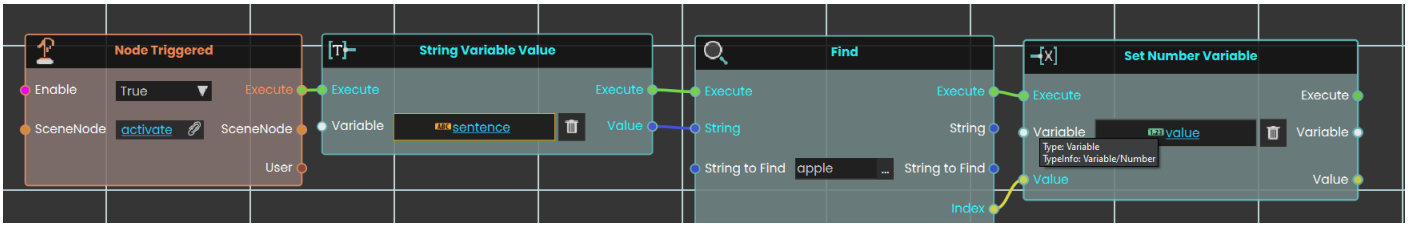


Find



The "**Find**" node is used to search for a specific word, group of letters, or substring within a larger sentence or string value. If the specified text is found, the node returns the number of characters from the beginning of the string to the start of the found text. If the specified text is not found, the node returns -1. This allows users to detect and locate specific content inside a string.

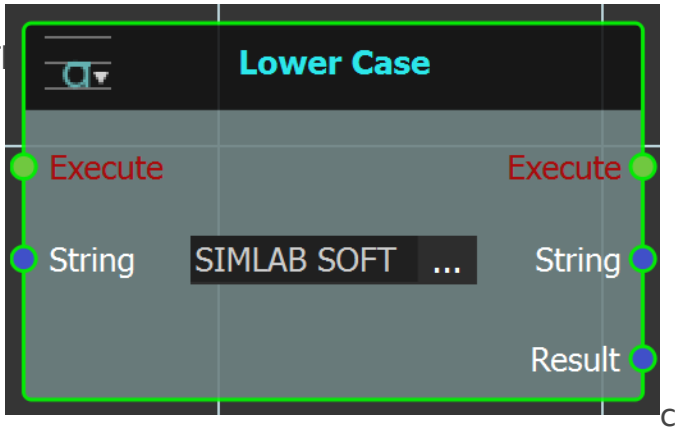
Example



In this example, the **Find node** is used to search for the word "apple" in a string variable with the initial value "I like apple pie." When the user triggers the object, the Variable with Initial node retrieves the string, and the Find node looks for the word "apple." The resulting index is then stored in a number variable named "Value" using the Set Number Variable node, which can then be connected to a Variable Writer to display the result

during the VR experience. If "apple" is found, the Value variable stores the position where "apple" starts in the sentence. If not found, the Value variable is set to -1.

Lower Case

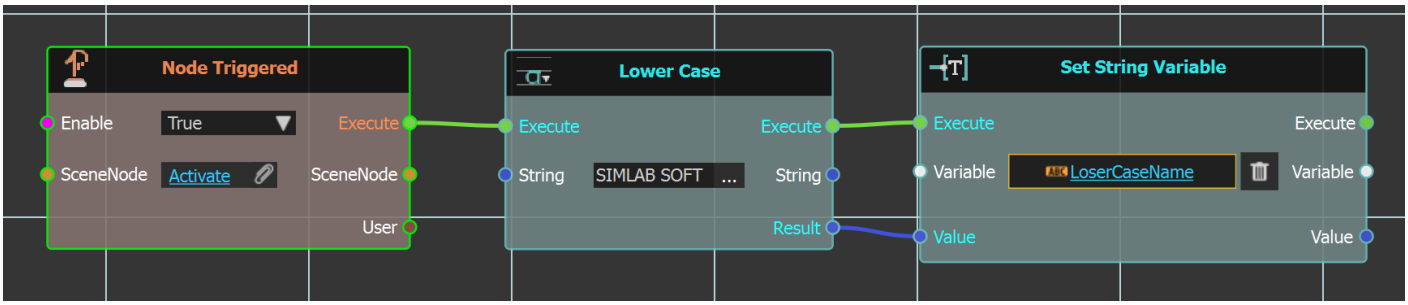
T

covert an upper case string to lower case, as

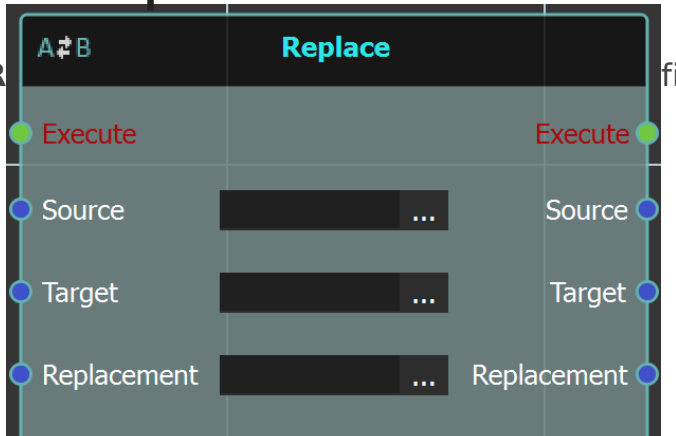
shown in the example below.

In this example the string "SIMLAB SOFT" is input inside this node, which is executed when **Activate** scene node is triggered. This will result in updating the valued of LowerCaseName string variable to be simlab soft.

Example



Replace

R

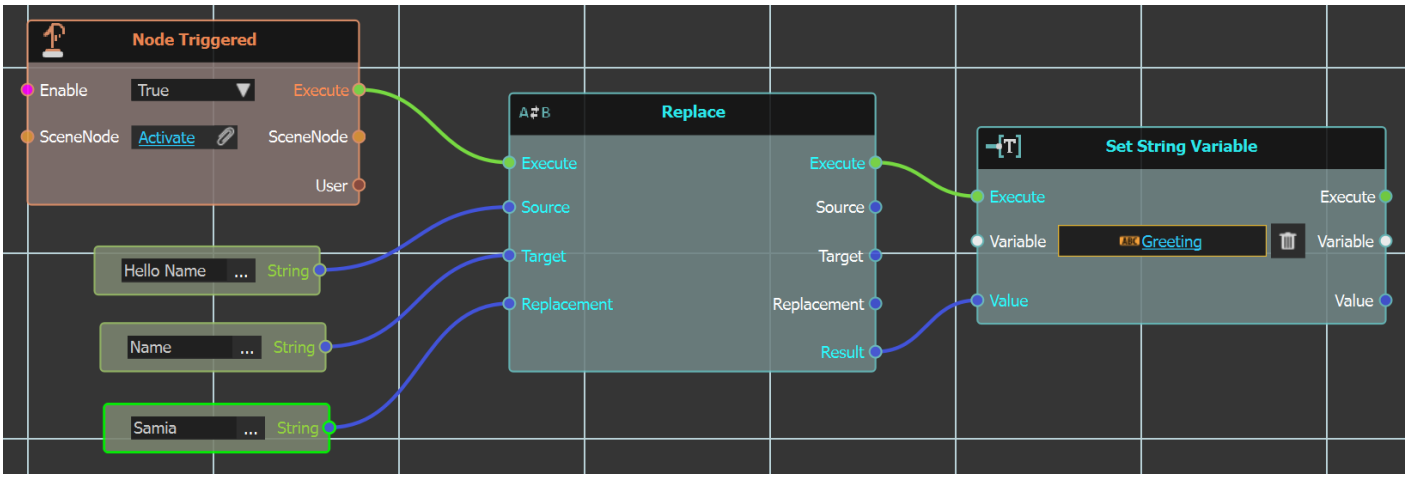
fic **Target**

Replacement string.

In the below example the node is executed upon clicking **Activate** node, and has three string inputs. Source which is main string "Hello Name". Target string which is "Name", and Replacement string which is Samia.

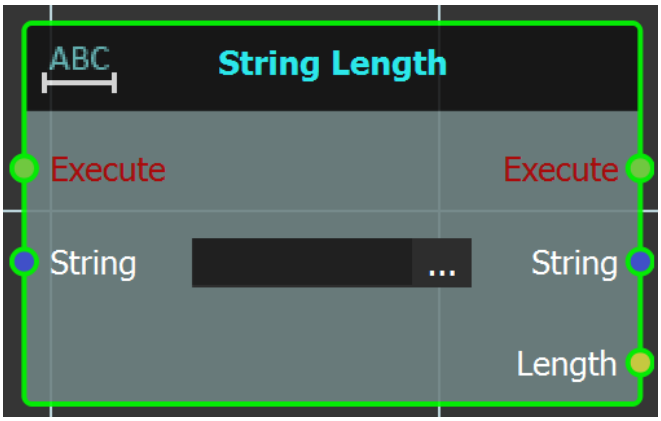
The Result greeting from this will be "Hello Samia".

Example



String Length

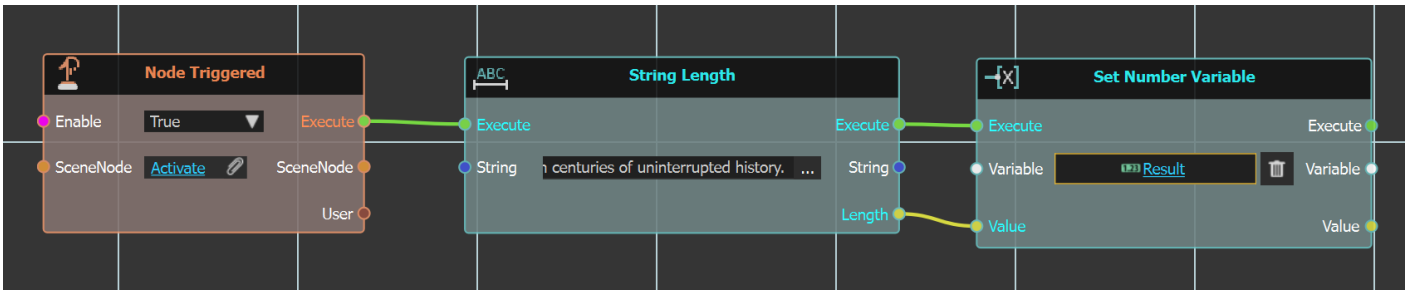
This node returns the length of a given string.



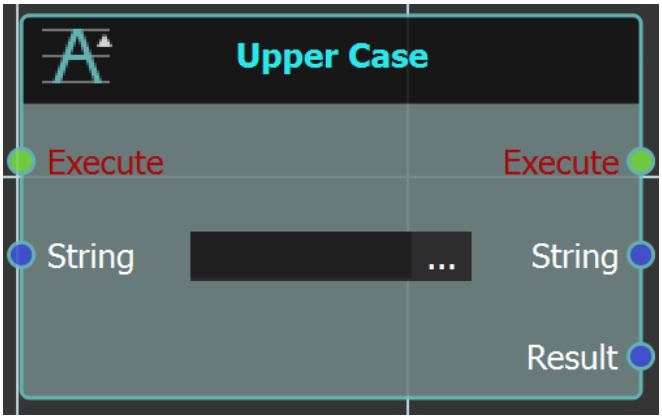
In the example below the node is triggered by

clicking **Activate** geometry, and it's filled with a long paragraph string. The length result is stored in variable **Result** in the **Set Number Variable** node.

Example

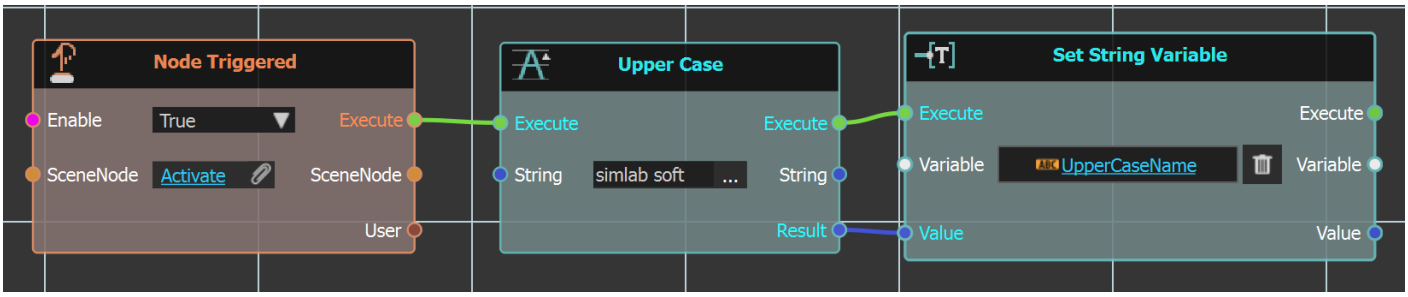


Upper Case

Contrary to the "**Lower Case**"  to upper case, as shown in the example below.

In this example the string "simlab soft" is input inside this node, which is executed when **Activate** scene node is triggered. This will result in updating the valued of UpperCaseName string variable to be SIMLAB SOFT.

Example



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