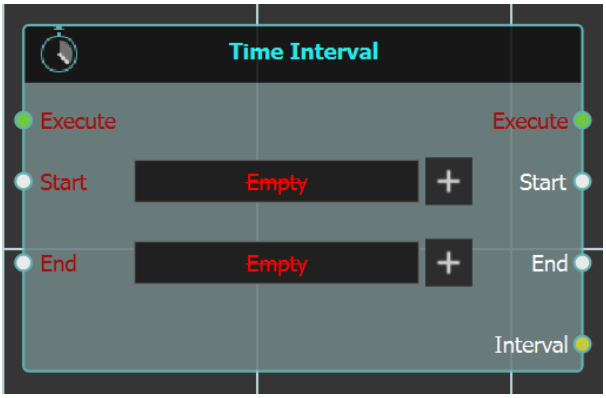
Data Types\Time

Time Interval

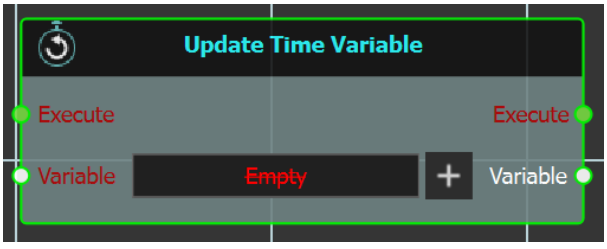


This node calculates the time difference between

"**Start**", and "**End**" times. It stores the result in

an integer "**Interval**" out put.

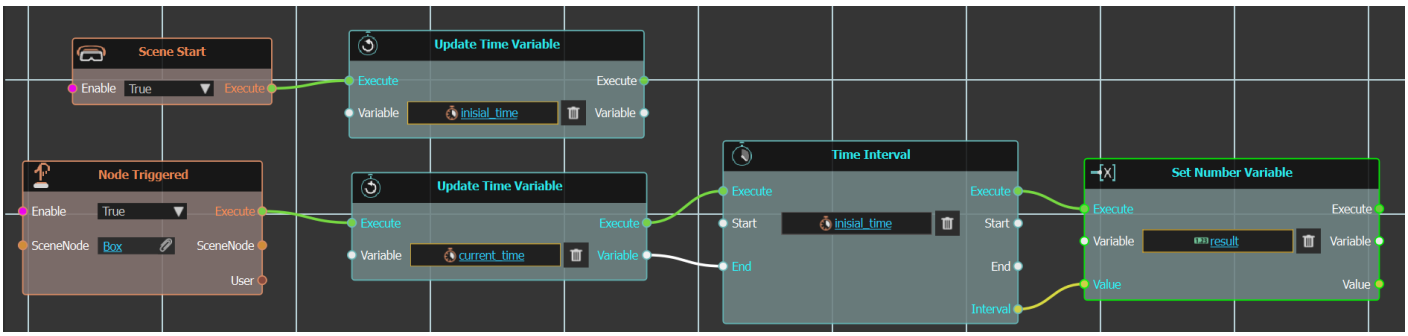
Update Time Variable



This node can be used to store time variables.

Example

The example below demonstrates the use of both time nodes above. In it the value of "**inisial_time**" variable is updated upon Scene Start. Then when "**Box**" geometry is clicked the value of "**current_time**" variable is updated. Then the "**Time Interval**" node is executed, where "**result**" variable is calculated as difference between both times.



In the experience the "**result**" variable is connected to



a Variable writer to display its value.

Revision #11
Created 2025-09-13 08:31:18 UTC by Samia Sabri
Updated 2026-06-10 08:32:56 UTC by Rafat