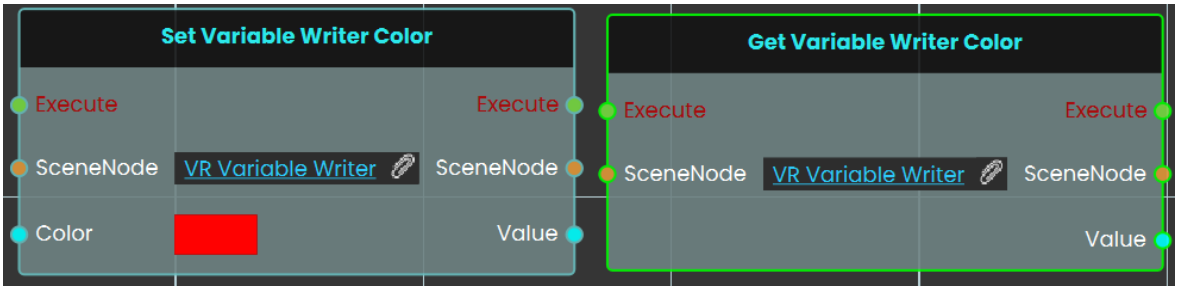
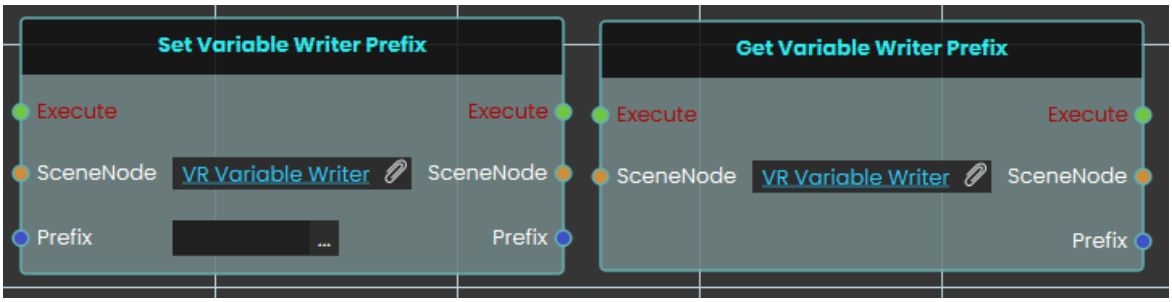
Media \ Variable Writer \

Get/Set Variable Writer Color



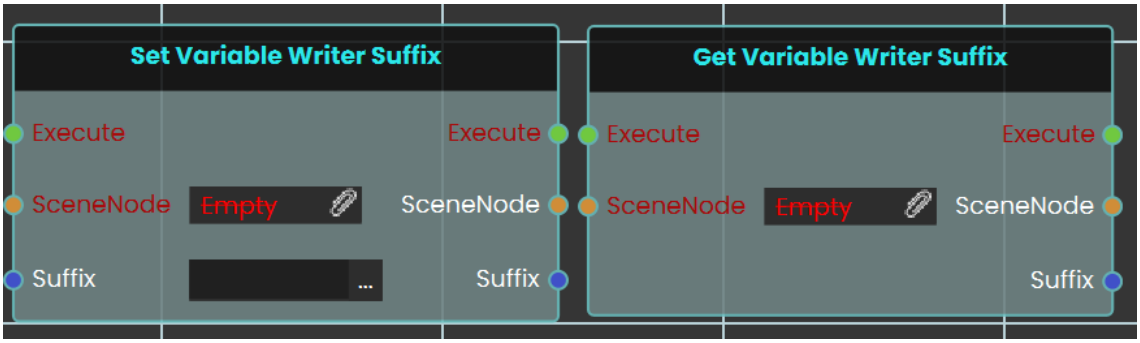
The **Set / Get Variable Writer Color** nodes are used to control the color of the text displayed by a Variable Writer in the VR environment. The Set node allows you to change the text color dynamically based on events or conditions, while the Get node retrieves the current color of the Variable Writer. This is useful for customizing the visual appearance of displayed values, such as indicating status or drawing attention to changes.

Get/Set Variable Writer Prefix:



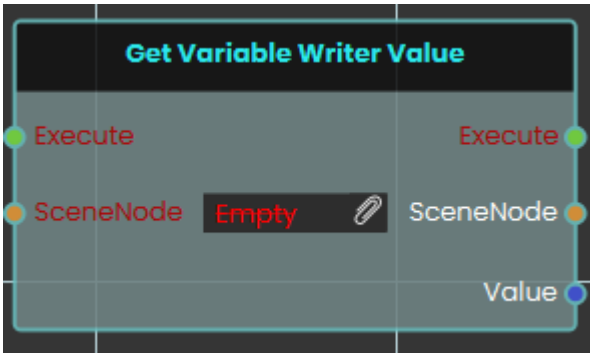
The **Set / Get Variable Writer Prefix** nodes are used to modify or retrieve the prefix text displayed before the variable value in a Variable Writer. The Set node allows you to add custom text before the value, such as labels or units, while the Get node retrieves the current prefix. This helps provide context to the displayed value, making it clearer for the user.

Get/Set Variable Writer Suffix:



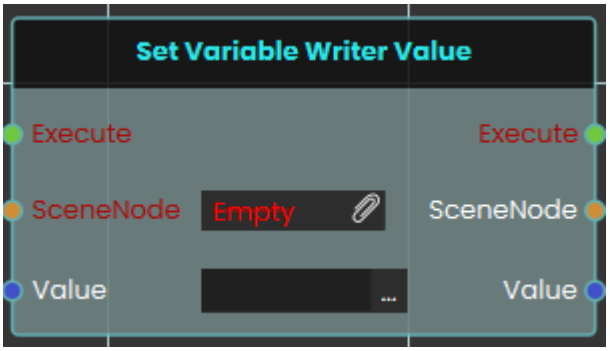
The **Set / Get Variable Writer Suffix** nodes are used to modify or retrieve the suffix text displayed after the variable value in a Variable Writer. The Set node allows you to add custom text after the value, while the Get node retrieves the current suffix. This helps make the displayed value more informative and user-friendly.

Get Variable Writer Value



The **Get Variable Writer Value** node retrieves the pure data value from a designated **SceneNode** (the target Variable Writer object) and outputs this core **Value** for use in your logic.

Set Variable Writer Value

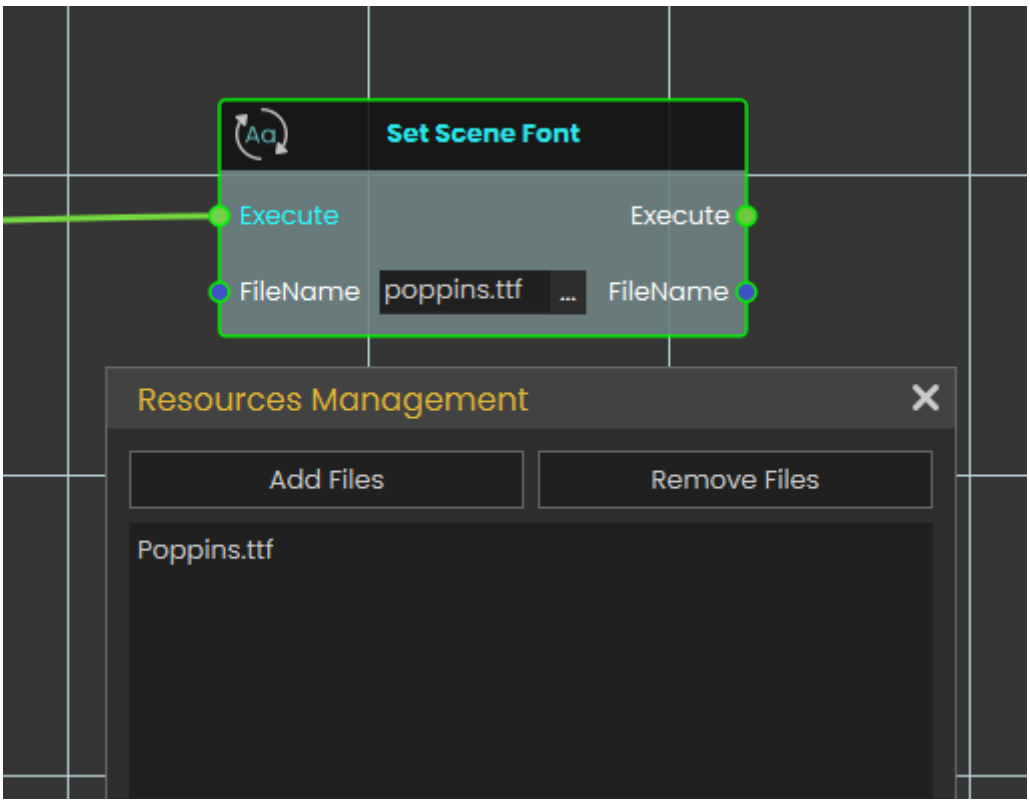


The **Set Variable Writer Value** node dynamically updates the core data of a target **SceneNode** (the Variable Writer object). By inputting a new string or numerical **Value**, the node overrides the writer's pure value while keeping any existing prefixes and suffixes perfectly intact.

Set Scene Font

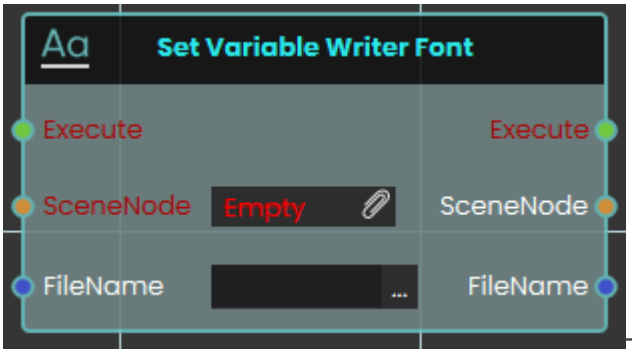


The **Set Scene Font** node updates the typography globally by changing the font of every Variable Writer object currently present in the VR scene. This node requires the exact **FileName** of a TrueType Font (`.ttf`) as its input. To function correctly, the designated `.ttf` file must first be imported into your project via the Resource Management tab in SimLab Composer.

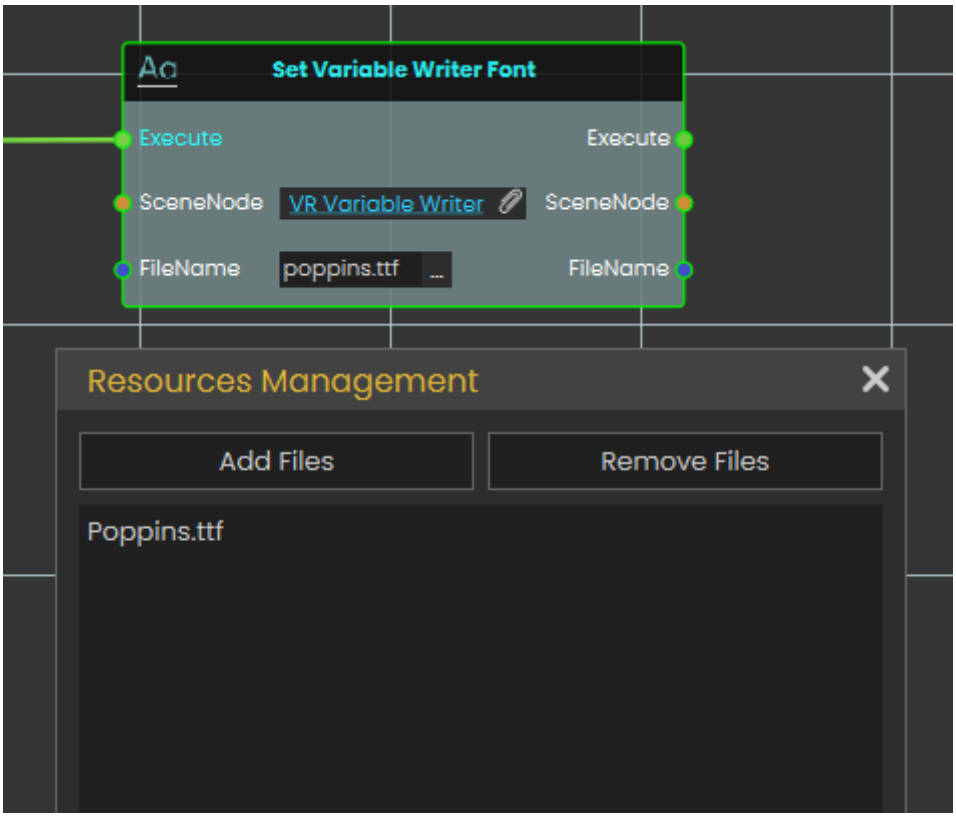


https://www.youtube.com/embed/rThSaw78sKU

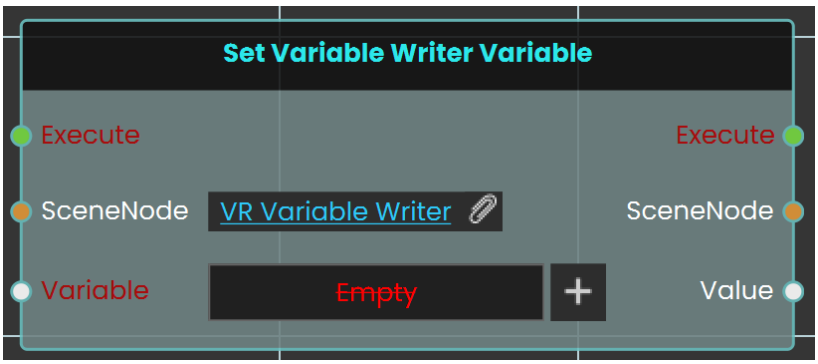
Aa Set Variable Writer Font



The **Set Variable Writer Font** node allows for targeted typography changes by updating the font of a single, specific Variable Writer rather than the entire environment. By assigning the target **SceneNode** and providing the **FileName** of a valid `.ttf` font file (previously imported through the Resource Management tab), this node applies the new text style exclusively to the selected object, leaving all other text in the scene unaffected.



(x) Set Variable Writer Variable:



The **Set Variable Writer Variable** node is used to assign or change the variable displayed by an existing Variable Writer. This allows you to update the displayed content dynamically during the VR experience by switching the linked variable at any time.

Revision #9
Created 2025-05-04 08:05:03 UTC
Updated 2026-05-24 10:44:03 UTC by Ahmad Qasim