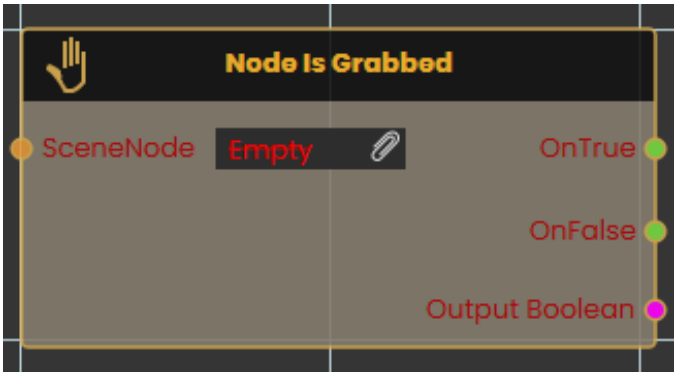
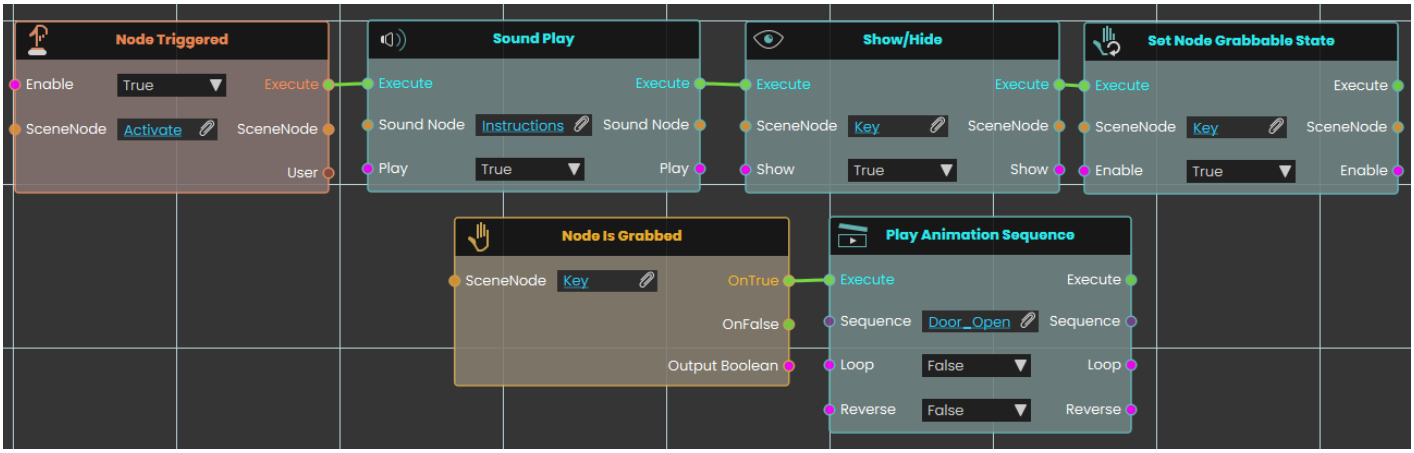
Node Is Grabbed

Node Is Grabbed



The **Node Is Grabbed** node enables the user to check if the assigned node is grabbed with **OnTrue/OnFalse** ports to execute responses or **Output Boolean** port that is compatible with event nodes.

Examples



In this example, a **Node Is Grabbed** node is used to check if the node assigned is grabbed. Once the object named **Activate** is triggered, the sound named Instructions will play, and the object named Key will show up and become grabbable. Once the object named **Key** is grabbed, the sequence named **Door_Open** will play.

Revision #5
Created 2024-09-23 07:52:08 UTC
Updated 2024-09-23 09:10:48 UTC