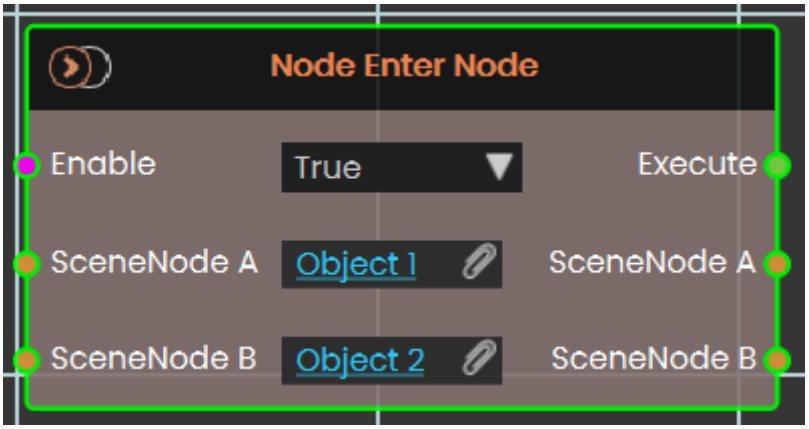
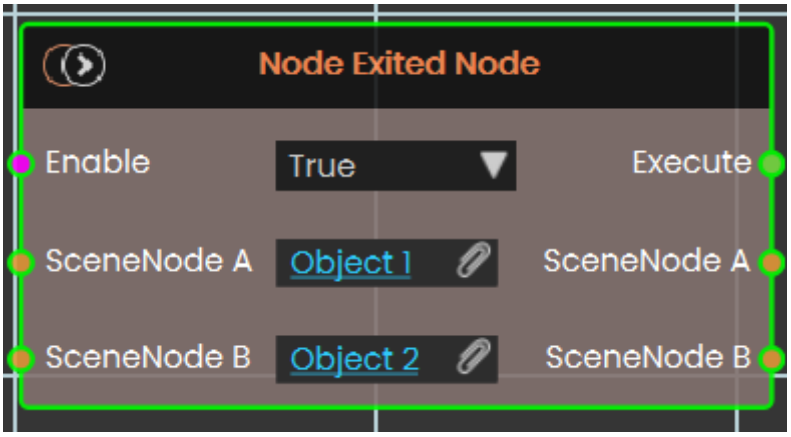
Scene Node \ Overlap

Node Entered Node



The **Node Enter Node** event is triggered when Scene Node A enters Scene Node B. Both nodes can be any nodes in the assembly tree — for example, Node A could be a screwdriver and Node B could be a screw.

Node Exited Node



The **Node Excited Node** event is triggered when Scene Node A exits Scene Node B. Both nodes can be any nodes in the assembly tree — for example, Node A could be a screwdriver and Node B could be a screw.

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