SceneNode \ Hover

These events fire when a user points at or moves away from a scene object in VR (without grabbing it). Use them to react as an object is hovered — for example to highlight it, show a label, or hide that hint again when the user looks elsewhere. Each event also tells you which user did it.

Hover events

 Node Hover Started

Reacts the moment a user begins pointing at (hovering over) a chosen object in your scene.

What it does

This event fires the instant a user’s pointer or gaze starts resting on the object you connect to it — for example when someone aims their VR controller at a machine part or moves their cursor onto it. It fires once at the start of each hover; it does not keep firing while the pointer stays on the object.

When it fires, it hands you the object that was hovered and the user who started the hover, so you can light up the object, show a label, or play a sound. It only watches for hovers while its **Enable** input is true, and it never changes the object itself.

Inputs

Port	Type	What to connect
Enable	True / false	While this is true the event is active and watches for hovers; set it to false to switch the event off. Defaults to true, so you can leave it unconnected to keep it always on.

Port	Type	What to connect
SceneNode	Scene node	The object in your scene you want to watch. The event fires when a user starts hovering over this object. (A viewer start position cannot be used here.)

Outputs

Port	Type	What you get
Execute	Trigger	Fires when a user starts hovering over the object. Wire this to whatever should happen next, such as highlighting the object or showing a tooltip.
SceneNode	Scene node	The object that was hovered over. Handy when one event watches several objects and you want to know which one was pointed at.
User	User	The user who started the hover. Useful in shared sessions where more than one person can point at objects.

Example

Enable input	`true`
SceneNode input	The `Control Panel Button` object
Execute output	Fires the moment the user aims at the button
SceneNode output	The `Control Panel Button` object
User output	The user who pointed at it, e.g. `Trainee 1`

Tips

- Pair this with a “Node Hover Ended” event to turn a highlight on when the hover starts and off again when it stops.
- Set **Enable** to false to pause the hover reaction during parts of your scene where it should be ignored.

Node Hover Ended

Reacts the moment a user stops pointing at (or looking at) a particular object in your scene.

What it does

This node watches one object you choose. While it is switched on, it fires the instant a user’s hover leaves that object — for example when they move their controller, gaze, or cursor away from it after hovering over it. It’s the natural partner to a hover-start event, letting you undo a highlight, hide a tooltip, or reset an object once the user looks elsewhere.

Each time it fires, it hands you the object the user stopped hovering over and the user who did it, so you can respond to exactly the right thing. It only watches and reports — it doesn’t change the object in any way.

Inputs

Port	Type	What to connect
Enable	True / false	While this is true the event is active and watching. Set it to false to switch the event off so it stops firing.
SceneNode	Scene node	The object in your scene to watch. The event fires when a user stops hovering over this object. (The viewer start position cannot be used here.)

Outputs

Port	Type	What you get
Execute	Trigger	Fires when the user stops hovering over the chosen object. Wire this to whatever should happen next.
SceneNode	Scene node	The object the user stopped hovering over — handy when you want to act on that same object.

Port	Type	What you get
User	User	The user whose hover just left the object. Useful in shared sessions to tell who did it.

Example

Enable input	`true`
SceneNode input	The `Control Panel Button` object in your scene
Execute output	Fires when the user moves their pointer off the button — wire it to a node that removes the button's highlight
SceneNode output	`Control Panel Button`
User output	The user who was hovering, e.g. `Trainee 1`

Tips

- Pair this with a hover-start event on the same object: start the highlight when hovering begins, and use this node to remove it when hovering ends.
- To stop watching at any time, feed a false value into **Enable** — the event will go quiet until you switch it back on.

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