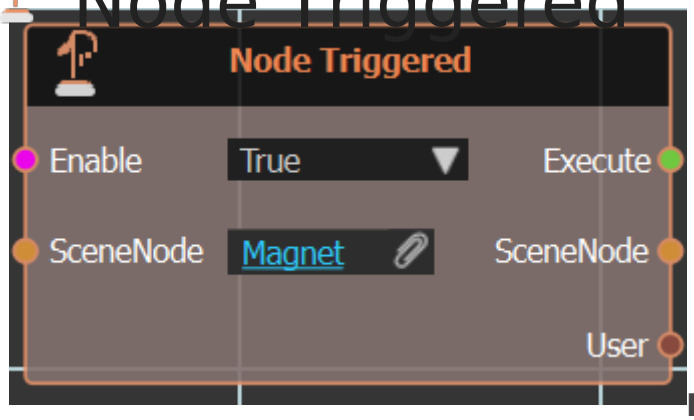
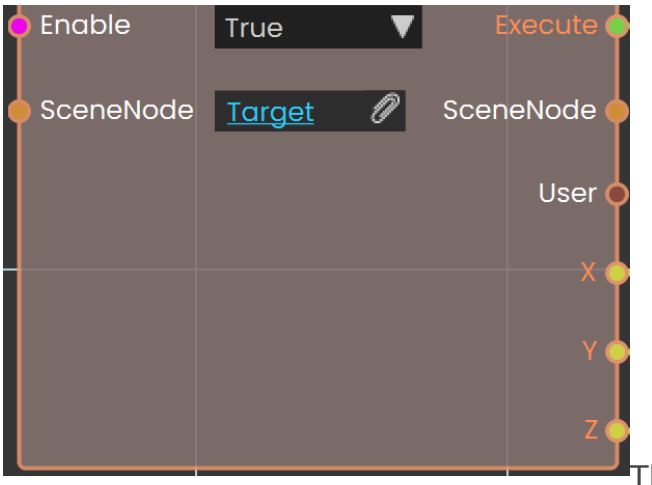
SceneNode \ Triggered

Node Triggered



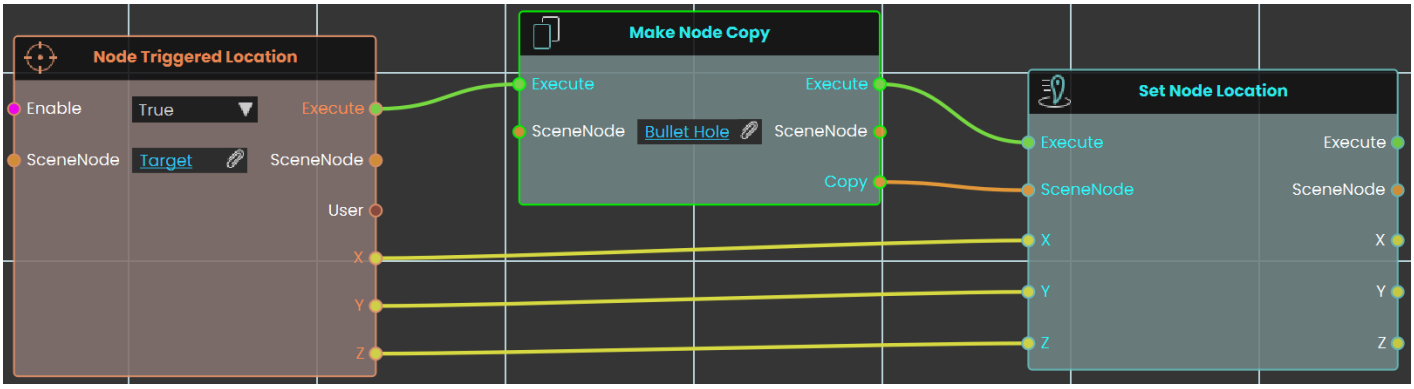
Node Triggered event is executed when the selected Scene Node is triggered within VR environment.

Node Triggered Location



The **Node Triggered Location** is used to capture the specific location or position of a triggered event within the VR environment. It enables tracking where a particular interaction occurred, which can be useful for dynamic object placement, analytics, or event-triggered responses based on spatial coordinates.

Example



In this example, the **Node Triggered Location** is used to capture the location where the user triggers the target. When the target is hit, the node records the exact spot, and a bullet hole is placed using the **Set Node Location**. The **Make Node Copy** is used to enable the user to shoot more than one bullet, creating a new bullet hole at each triggered location. This setup allows for repeated interactions, with each shot creating a

new bullet hole in the correct spot.

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