SceneState

 SceneState Applied

Reacts the moment a saved scene state is switched on in your scene.

What it does

A scene state is a saved arrangement of your scene — which objects are shown or hidden, where they sit, the materials they use, and so on. This node watches for one of those saved states being applied, and fires the instant it happens. You can use it to start something automatically whenever the scene changes to a particular look — play a sound, show a message, move on to the next step, and so on.

If you connect a specific scene state to the **SceneState** input, the node only fires when that exact state is applied. Leave it empty to react to any scene state being applied. The node simply listens — it doesn't apply or change any state itself, and it passes the applied state straight through so you can use it further down the line.

Inputs

Port	Type	What to connect
Enable	True / false	While this is true the event is active and will fire. Set it to false to switch the event off so it stops reacting.
SceneState	Scene state	The specific saved scene state to watch for. Connect one to react only when that state is applied. Leave it empty to react to any scene state being applied.

Outputs

Port	Type	What you get

Execute	Trigger	Fires each time a matching scene state is applied. Wire this to whatever you want to happen next.
SceneState	Scene state	The scene state that was just applied, passed along so you can use it in the steps that follow.

Example

Enable input	`true`
SceneState input	The saved state named `Doors Open`
Execute output	Fires the moment the `Doors Open` state is applied
SceneState output	Hands on the `Doors Open` state for the next node to use

Tips

- Leave the **SceneState** input empty if you want to react to every scene state change rather than one in particular.
- Turn the event off at any time by setting **Enable** to false — handy when you only want to listen during part of your experience.

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