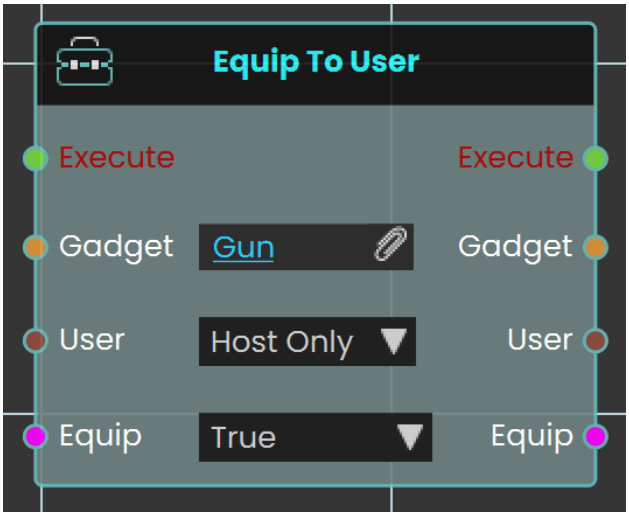
User \ Gadget

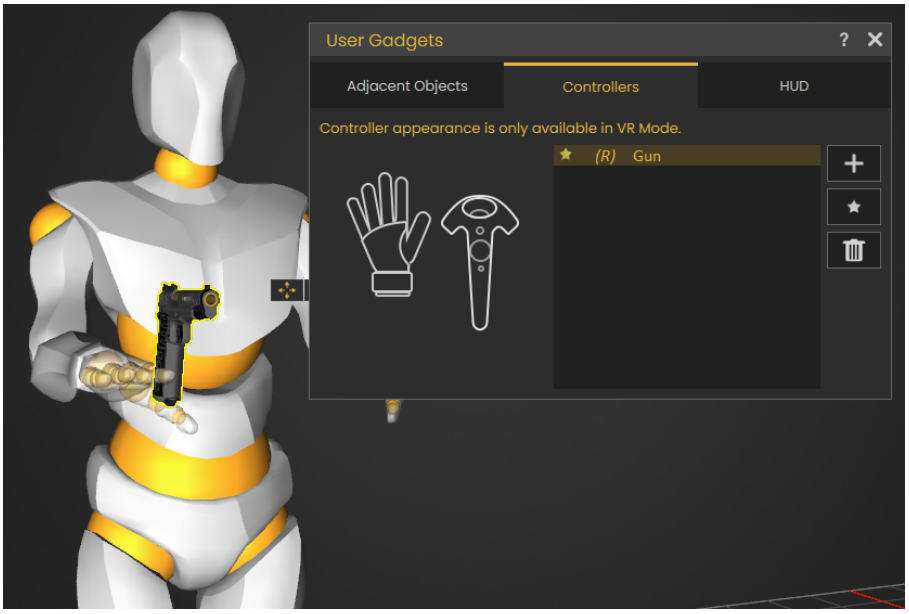
Equip To User



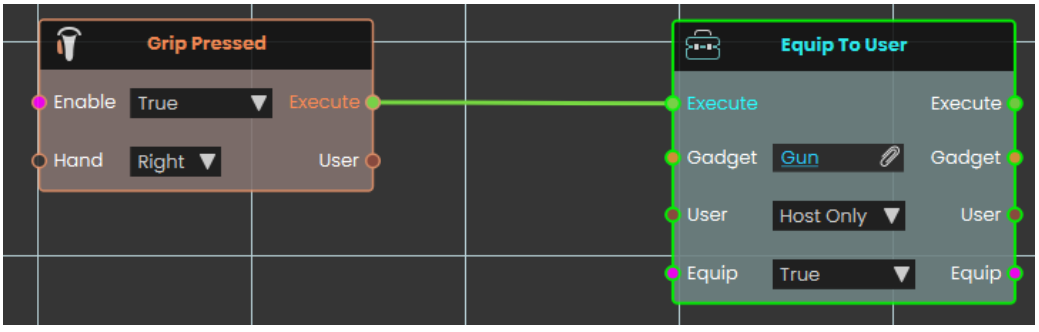
The **Equip to User** Node enables the user to equip or unequip gadgets, adjacent objects, or HUD elements to the user within the VR environment. This node enhances interactivity by enabling users to interact directly with various items and interface elements as part of their virtual experience.

The **Hide From Others** input decides who can see the equipped item. When it is set to true, only the user it is equipped to can see it: every other player in the session stops seeing it, while the user wearing it can still use it as normal. When it is false, the item stays visible to everyone. The choice is made again on every equip, so equipping with it set to false makes the item visible to everyone again, and unequipping always clears it. The node passes the same true/false value on through its **Hide From Others** output.

Example



In this example, the **Equip to User Node** is used to equip a gun controller to the user. Select the gun object, then assign it to the controller by clicking on the plus icon in the User Gadget window.



To activate the gun gadget, press the right grip button then the gun will be attached to the User's controller in the VR environment.

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