User \ Observe

These two nodes let one participant in a shared VR session **follow along with** another — for example so a trainee can shadow an instructor, or an instructor can keep an eye on a trainee. Start with **Observe User** and end with **Stop Observing**.

🔍 Observe User

Lets one participant start watching another participant in a shared VR session — following along with what that person is doing.

What it does

In a session with more than one participant, this node makes the chosen **Observer** begin observing the chosen **Observed User**, so the observer can follow that person around the scene. It's the natural partner of the **Stop Observing** node: observing carries on until you stop it (or start observing someone else). A common use is letting an instructor or a new participant follow an expert as they move through a training scene.

This only changes what the observer is following — it doesn't move, change, or affect the person being observed in any way. Both participants come straight back out of the node, so you can keep working with either of them in the nodes that follow.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node's **Execute** output.
Observer	User	The participant who will start watching. Choose **Host Only** for just the host, or **All Users** to have everyone start observing. Defaults to **Host Only**.

Port	Type	What to connect
Observed User	User	The participant to be watched. This is always the **Host Only** participant.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once observing has started.
Observer	User	The same observer you chose, passed along so you can use them in the next node.
Observed User	User	The same observed participant, passed along so you can use them in the next node.

Example

Observer input	`All Users` — everyone starts observing
Observed User input	`Host Only` — the host is the one being watched
Observer output	The same participants, ready to chain into another user node

Tips

- Pair this with the **Stop Observing** node when you want a participant to stop following and return to controlling their own view.
- To switch who someone is following, just run **Observe User** again with a different observed participant — you don't need to stop first.

Stop Observing

Ends the "follow another person" view for a participant, returning them to their own viewpoint.

What it does

When a participant is observing someone else — seeing the scene through that other person's eyes — this node stops that following. The chosen participant goes back to controlling and seeing their own view again.

This is the partner to the "Observe User" node, which starts the following. Use Stop Observing to release a participant once they no longer need to follow along. It only changes who that participant is watching; it doesn't move anyone, change the scene, or affect the person who was being watched.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node's Execute output.
Observer	User	Choose which participant stops following: **Host Only** or **All Users**. This is the person whose view returns to normal. You can also wire in a User passed along from an earlier node.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once the participant has stopped observing, so you can continue to the next node.
Observer	User	Passes the same participant along, so you can chain more user nodes after this one.

Example

Observer input	`Host Only`
Observer output	The same participant, now back to their own view — ready to pass to the next user node.

Tips

- Pair this with the "Observe User" node: one starts the following, this one ends it.
- Pick **All Users** to bring everyone back to their own view at the same time — handy at the end of a guided walkthrough.

Revision #2
Created 2026-06-10 12:38:13 UTC by Rafat
Updated 2026-10-25 09:26:40 UTC by Rafat