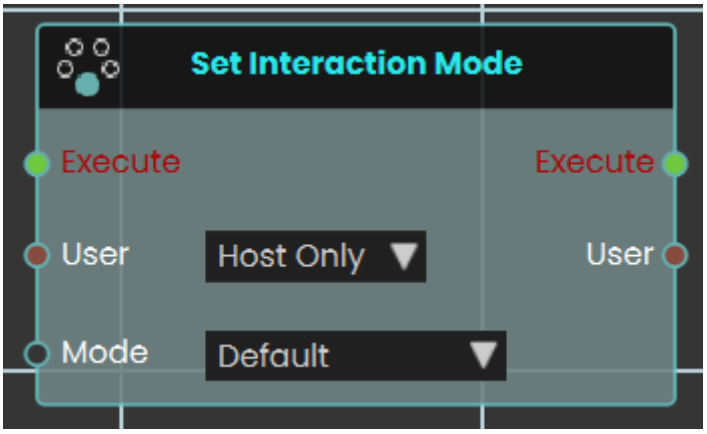
User \ Set Mode

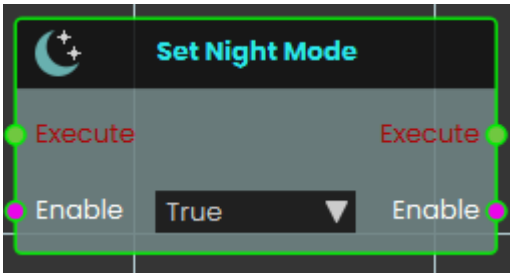
Set Interaction Mode



The **Set Interaction Mode node** dynamically changes how participants engage with the VR environment. When activated, the node evaluates the targeted User input—which can be configured for either "Host Only" or "All Users" and immediately switches their current control state to the selected Mode. The available interaction modes include:

- **Default:** The standard, baseline interaction and movement mechanics of the VR Viewer.
- **Drawing:** Enables the user to freely draw directly onto 3D surfaces within the scene.
- **Scene Building:** Unlocks spatial editing capabilities, allowing the user to dynamically adjust the location, rotation, and scale of 3D objects to freely move and place models around the environment.
- **Measurement:** Enables the user to draw straight lines across the scene, accurately measuring distances and lengths in meters.

Set Night Mode



The Set Night Mode node instantly alter the environmental lighting and skybox of the VR scene to nighttime. Once activated, the node evaluates the boolean Enable input—transitioning the scene's overall environment to a dark night mode.

Set Fly Mode

Turns fly mode on or off for a user, letting them move freely up and down through the air instead of being kept on the ground.

What it does

With fly mode on, the chosen user can move up, down, and through the scene freely — handy for inspecting a tall machine from above or getting a bird’s-eye view of a training area. With it off, the user is returned to normal ground-level movement and walks along surfaces as usual.

You pick who this applies to with the **User** port (just the host, or everyone), and you set whether fly mode is on or off with the **Enable** port. The node only changes how that user moves — it doesn’t move or alter anything in the scene itself. The same user is passed back out so you can connect more user nodes after it.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node's Execute output to run the node.
User	User	Chooses who fly mode applies to. Pick **Host Only** to affect just the host, or **All Users** to affect everyone in the session.
Enable	True / false	Set to `true` to turn fly mode on, or `false` to turn it off and return to normal ground movement.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once the node has finished, so you can continue to the next step.
User	User	Passes the same user along so you can chain more user nodes after this one.
Enable	True / false	Passes along the on/off value you set, in case a later node needs it.

Example

User input	`Host Only`
Enable input	`true`
Enable output	`true` — the host can now fly freely through the scene

Tips

- Pair two of these nodes — one with **Enable** set to `true` and one set to `false` — to let an author toggle flying on and off with a button or voice command.

- Remember to turn fly mode back off when it’s no longer needed, so users return to normal walking.

Set Speed Mode

Sets how fast a participant moves around the VR scene — walking, jogging, or running.

What it does

This node changes a participant’s movement speed in the VR environment. When it runs, it looks at the user you target and switches their walking pace to the speed you pick: `Walk`, `Jog`, or `Run`.

You choose whether to change just the host or everyone in the session. The new speed stays in effect until something changes it again, so you can use this node to slow people down in a tight space or let them cover ground quickly in a large scene.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node’s Execute output.
User	User	Chooses who this applies to. Pick **Host Only** to change just the host, or **All Users** to change the speed for everyone in the session.
Mode	Choice	The movement speed to apply. Pick one of **Walk**, **Jog**, or **Run**.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once the speed has been set, so you can continue to the next node.

Port	Type	What you get
User	User	Passes along the same user you targeted, so you can chain more user nodes after this one.

Example

User input	`All Users`
Mode input	`Run`
User output	The same participants, ready for the next node

Tips

- Pair this with a trigger such as entering a large open area to let participants `Run`, then switch back to `Walk` when they reach a detailed space.
- Use **Host Only** when you want a guide to keep up with a group without changing everyone's pace.

Set Speeds Multiplier

Changes how fast a participant moves around in the scene by applying a speed multiplier to them.

What it does

This node sets a movement-speed multiplier on the chosen participant. A value of `1` is normal speed, `2` makes them move twice as fast, and `0.5` slows them to half speed. Use it to speed people up across a large area or slow them down for a careful, detailed task.

The change applies to whichever participant you point the node at — just the host, or everyone. It only adjusts their movement speed; nothing else about the scene or the participant is affected, and the same participant is passed straight out again so you can connect more actions after it.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node's Execute output.
User	User	Choose which participant to affect: **Host Only** or **All Users**.
Value	Number	The speed multiplier. `1` is normal speed, higher is faster, lower is slower. Must not be negative.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once the node has finished.
User	User	The same participant you chose, passed along so you can chain more user actions after this one.
Value	Number	The multiplier you set, passed along for reuse.

Example

User input	`All Users`
Value input	`1.5`
Value output	`1.5`

Tips

- Set the value back to `1` when you want participants to return to their normal speed.
- A value of `0` stops movement entirely — useful for briefly holding everyone in place.

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