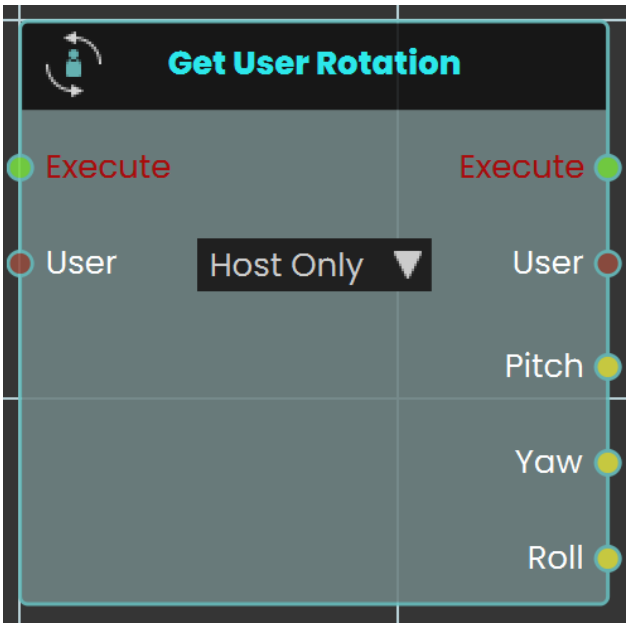
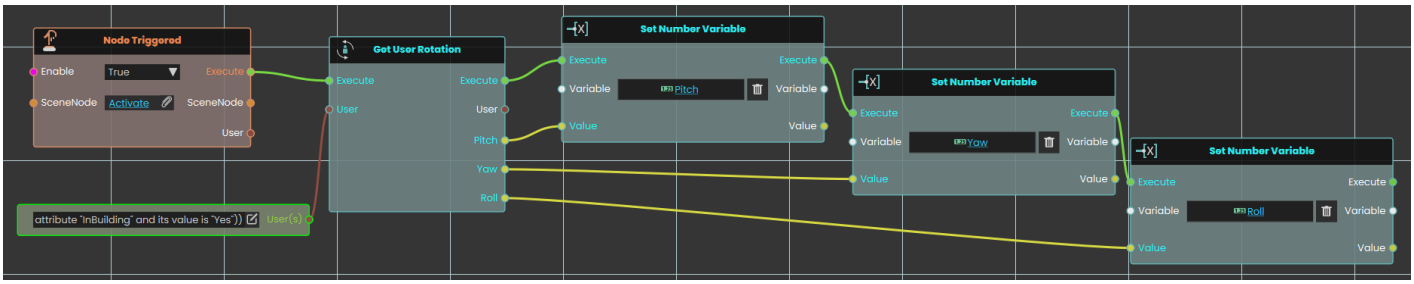
User \ Transform

Get User Rotation



The **Get User Rotation** response enables the user to get the values of the User's head rotation, and allows them to store the values of the **Pitch**, **Yaw** and **Roll** and the results can be acquired through their output ports.

Example



In this example, a **Get User Rotation** response is used to check the head rotation angles (Pitch, Yaw and Roll). Once the object named Activate is triggered, the head rotation values (Pitch, Yaw, Roll) of the user with attribute InBuilding and Value Yes are calculated and stored in the variables named Pitch, Yaw, Roll, in order to use them in the VR Experience.

Get User Location

Finds out where a user is currently standing in your scene and gives you their position as three numbers.

What it does

This node reads a user's current position in the scene and hands back the three coordinates that describe it: `X`, `Y`, and `Z`, measured in meters. You can use these numbers to check where someone is, compare it to another spot, or feed it into other nodes.

It only reads the position — it does not move the user or change anything about them. The user stays exactly where they are.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node's Execute output.

Port	Type	What to connect
User	User	The user whose position you want to read. A dropdown lets you choose **Host Only** (the default — the main user) or **All Users**, which reads the position of everyone in a shared collaboration session.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once the node has finished.
User	User	The same user you put in, passed straight through so you can chain it into more user nodes.
X	Number	The user’s position along the X axis, in meters.
Y	Number	The user’s position along the Y axis, in meters.
Z	Number	The user’s position along the Z axis, in meters.

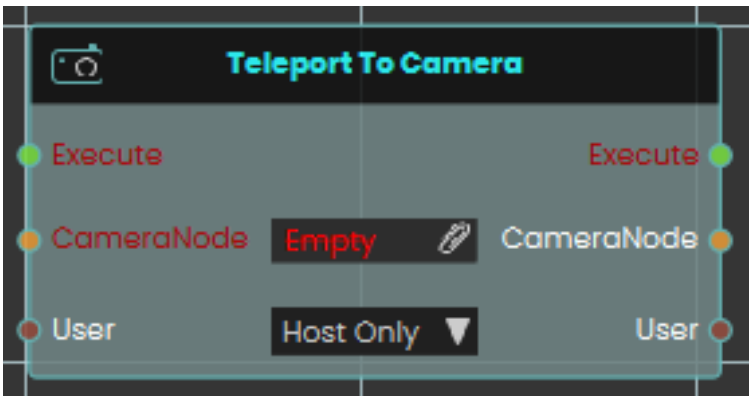
Example

User input	`Host Only`
X output	`2.5`
Y output	`1.7`
Z output	`-4.0`

Tips

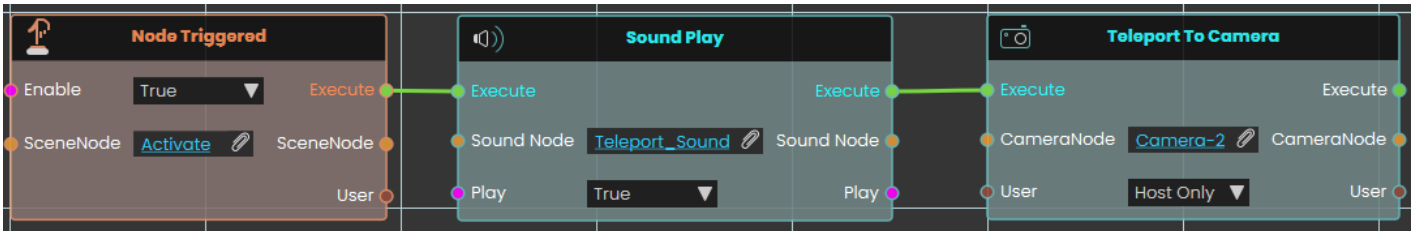
- Pair this with **Get User Rotation** when you need both where the user is standing and which way they are facing.
- Choose **All Users** only in a shared collaboration session; for a single-user scene, **Host Only** is what you want.

Teleport To Camera



The **Teleport To Camera** node enables the user to teleport to a new location by assigning a camera in the **CameraNode** field. Once the teleportation is executed, the user is moved to the position and orientation defined by the specified camera, the user can also decide whether this teleportation affect the host only or all the user in the experience (in case of collaboration).

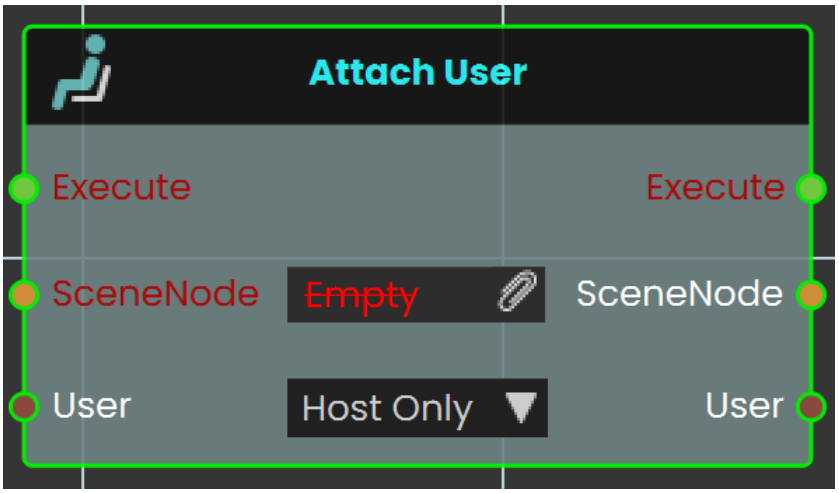
Example



In this example, a **Teleport To Camera** response is used to move the user to a new location once the object named Activate is triggered. When triggered, the sound named Teleport_Sound will play, and the user will be teleported to the location of the camera assigned in the Teleport To Camera node.

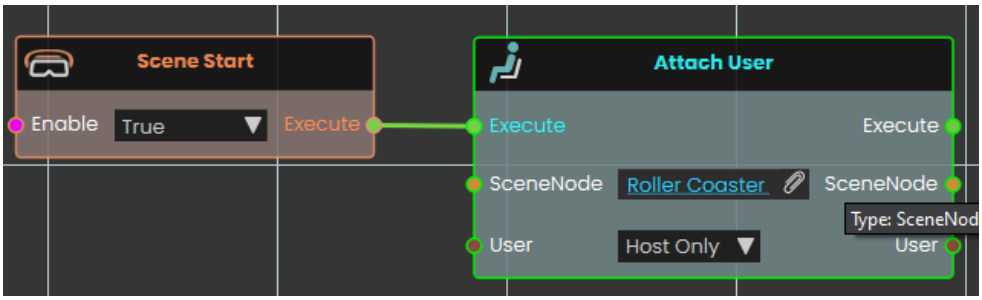
> Tutorial is available on SimLab VR Discord server

Attach User



The **Attach User** node allows users to attach the user to specific objects within the VR Experience. This node ensures that the user moves along with the object, providing an immersive experience where the user is fixed to the selected object throughout the VR environment, this can be decided to affect only the host or all user (in case of collaboration).

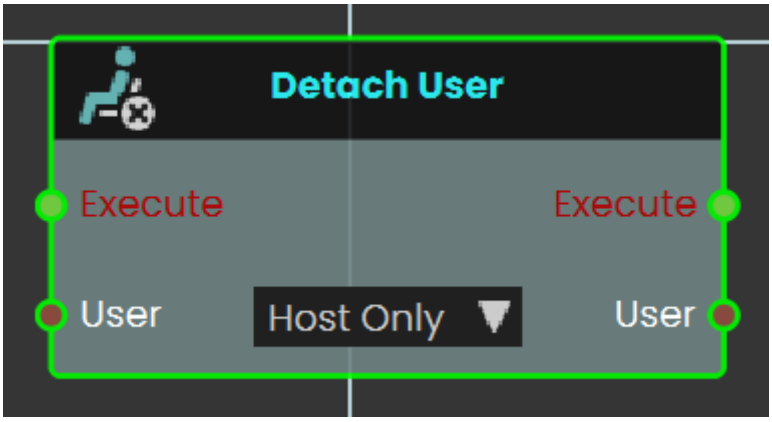
Example



In this example, the **Attach User** node is used to attach the user to a roller coaster at the start of the scene. When the scene starts, the user will be fixed to the roller coaster, moving along with it as it travels through the environment, providing an immersive experience.

> Tutorial is available on SimLab VR Discord server

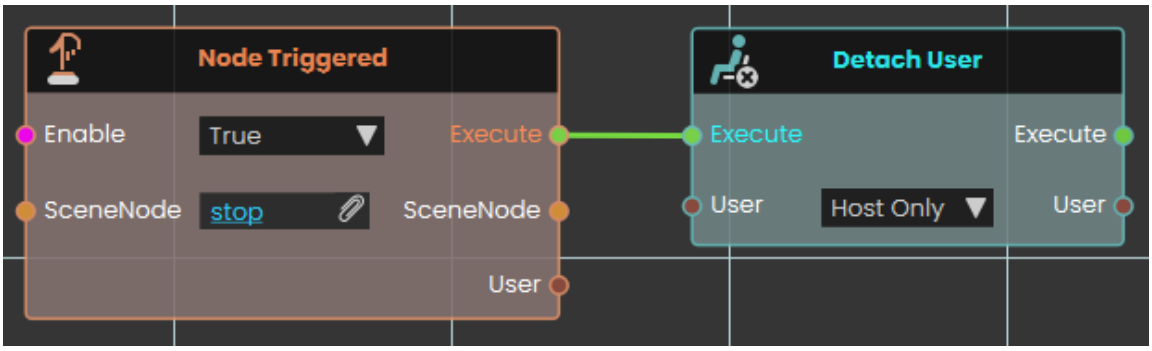
Detach User



The **Detach User** node allows users to detach from an object within the VR Experience. This node provides a straightforward way to release the user from an object they were attached to, ensuring they regain control of their own movement and are no longer fixed

to the selected object or location.

Example



In this example, the **Detach User** node is used to detach the user from a roller coaster when the roller coaster's animation ends. Once the animation is complete, the user will be released from the roller coaster.

> Tutorial is available on SimLab VR Discord server

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