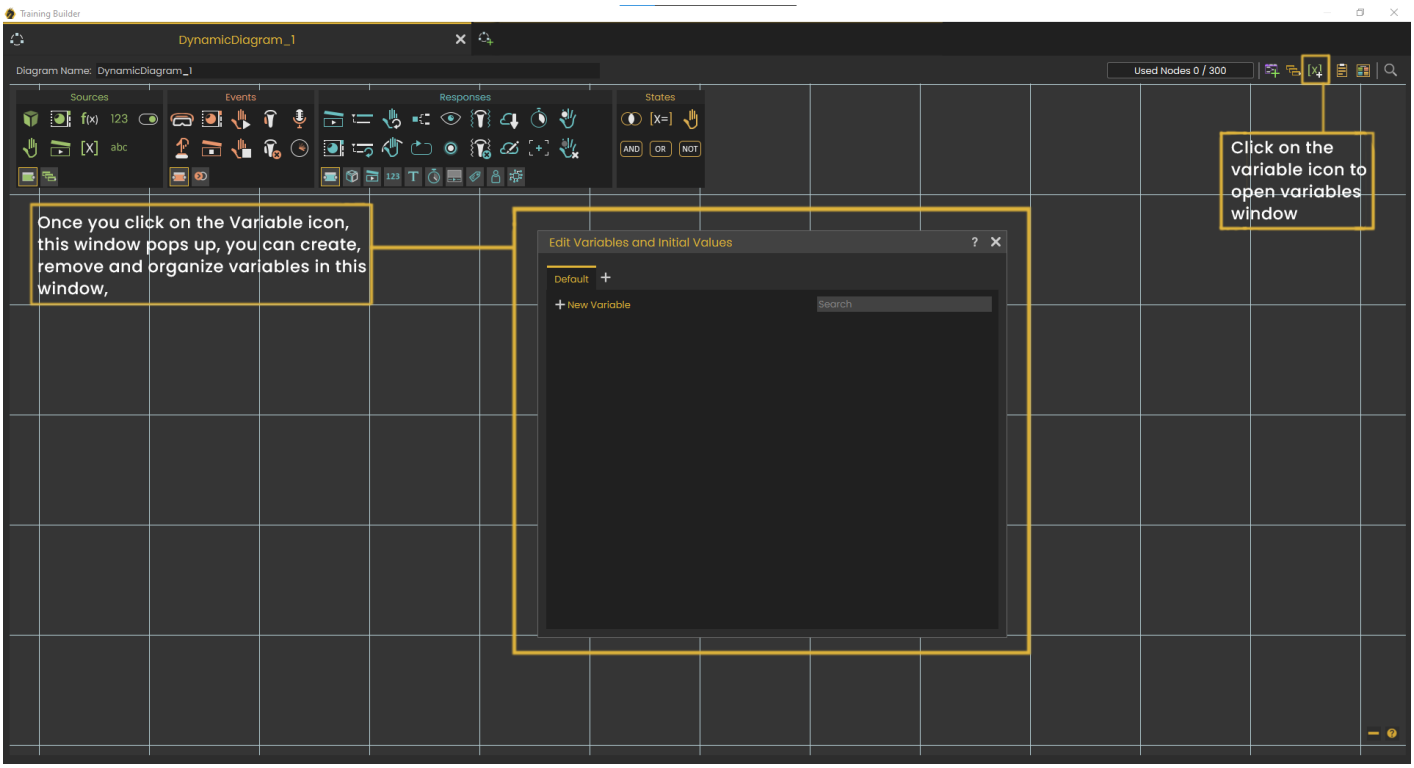
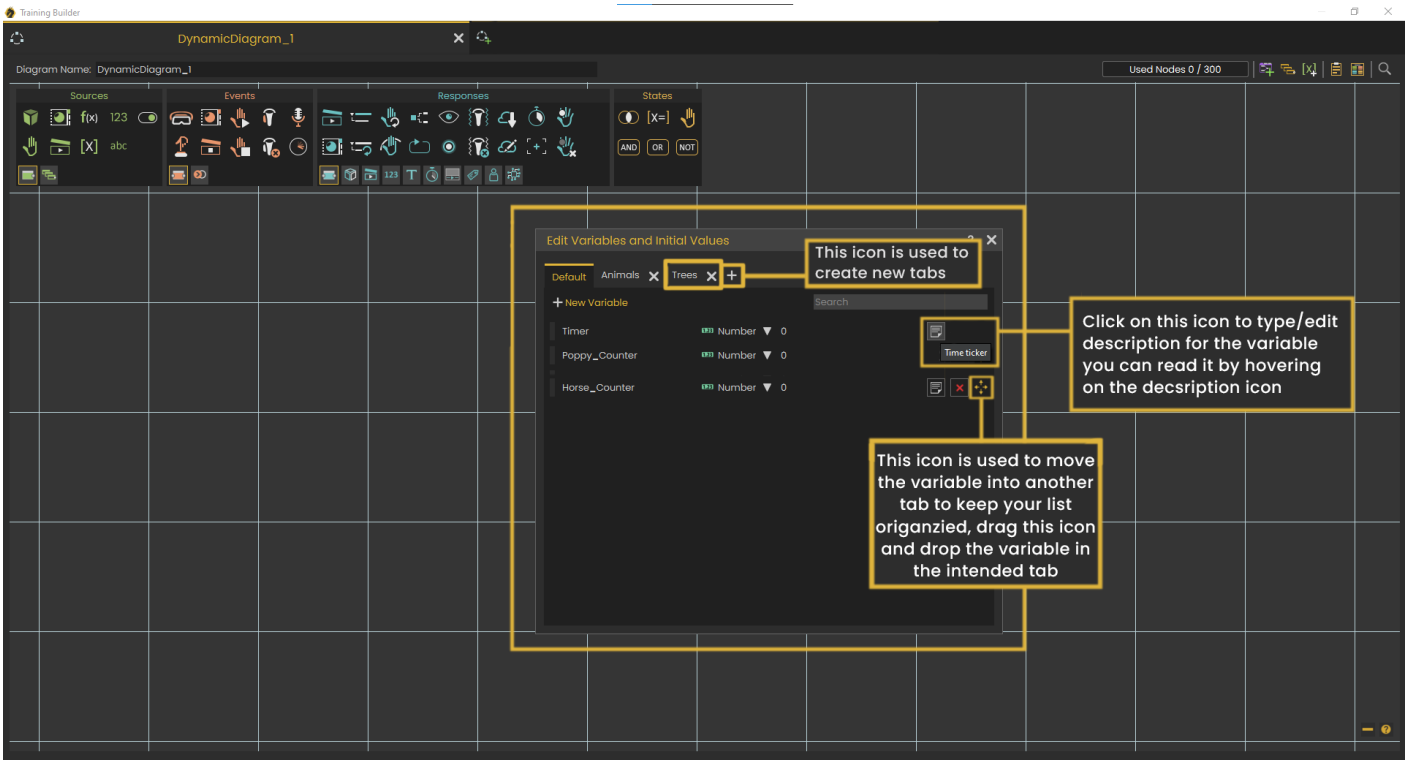
Variable

[X] Variable



The **Variable node** represents the value of a specific variable within the scene and features a variable port that can be connected to nodes requiring variable assignment. This node simplifies complex setups by enabling consistent use of variables throughout the scene, ensuring streamlined connections between different elements in the training builder.





> “ Tutorial about **Variable Sorting** on YouTube

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