Variable

Nodes for working with **variables** — the named values your scene keeps and reuses, each holding a number, a piece of text, or a time.

Cast Variable

Checks whether a variable holds the kind of value you expect, and only passes it along when it does.

What it does

A variable can hold different kinds of values — a number, some text, or a time. This node looks at the variable you give it and compares its actual kind to the kind you pick in **SubType**. If they match, you get the same variable back, unchanged. If they don't match, you get nothing back.

Think of it as a safety check: it lets a value continue only when it is the type you were counting on. It never changes the original variable — it simply hands the same value through, or holds it back.

Inputs

Port	Type	What to connect
Execute	Trigger	Wire this from the previous node's Execute output.
Variable	Variable	The variable you want to check.
SubType	Choice	The kind of value you expect the variable to hold. Pick `Number`, `String` (text), or `Time`.

Outputs

Port	Type	What you get
Execute	Trigger	Fires once the node has finished.

Port	Type	What you get
Variable	Variable	The same variable, passed straight through when its kind matches the chosen SubType. If the kind does not match, you get nothing here.

Example

Variable input	A variable holding `42`
SubType input	`Number`
Variable output	The same variable holding `42` (the kinds match). Had you chosen `String` instead, nothing would come out.

Tips

- Use this before a step that only makes sense for one kind of value — the value continues only when it is the type you picked.
- This node checks the kind of value; it does not convert it. A number stays a number — it is simply allowed through or held back.

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