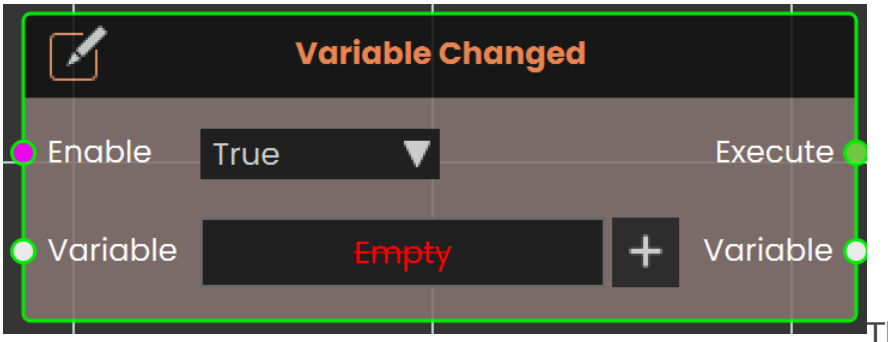
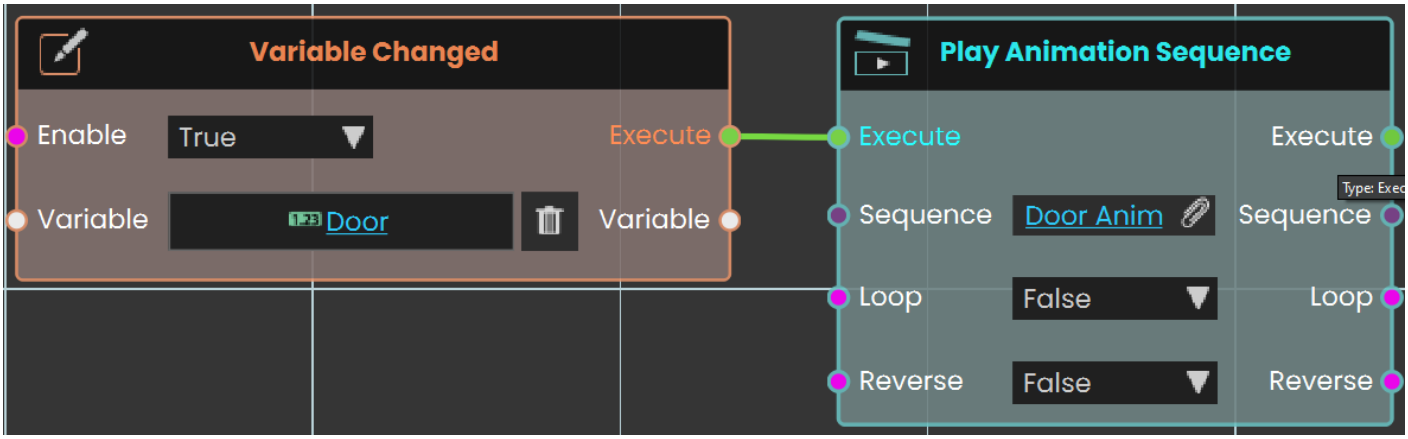
# Variable

## Variable Changed




The **Variable Changed** event activates when the value of a specified variable is modified. This event helps users detect real-time changes and trigger actions accordingly, enabling dynamic and responsive interactions within the VR Experience.

## Example




In this example, the **Variable Changed** event is set to monitor changes in the variable **Door**. When the value of this variable is modified, the event triggers the **Play Animation**

**Sequence** node, which activates the **Door Anim** animation sequence.

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