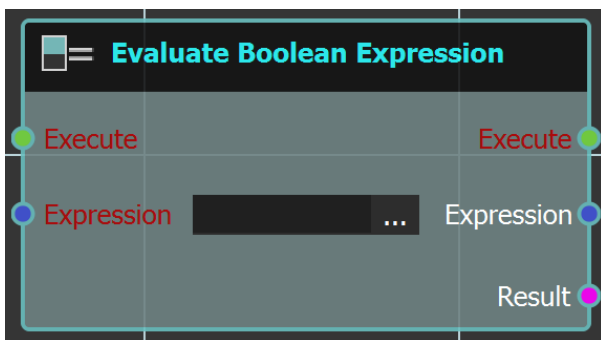


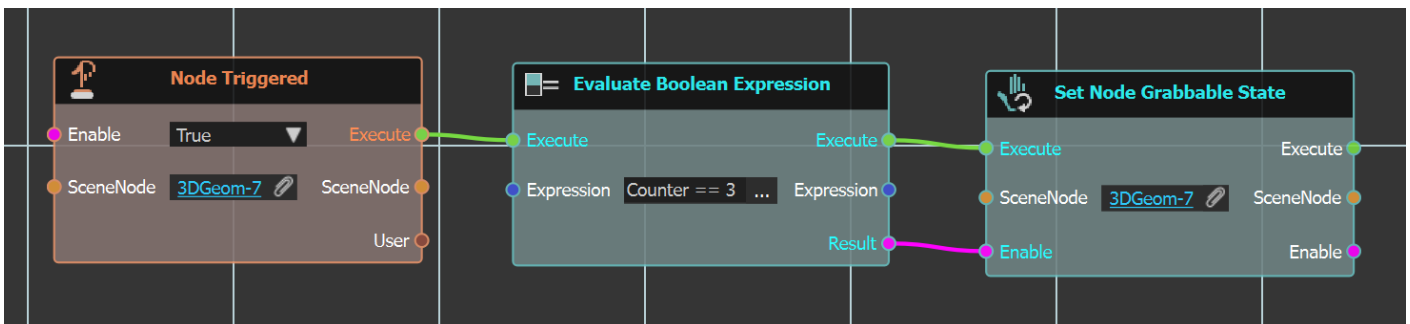
Data Types\Boolean\ Expression

This node can be used to generate values (true or false) that can trigger events throughout the interactive experience.



Example

In the example below when "3DGeom-7" is clicked, the expression in "**Evaluate Boolean Expression**" node is checked to execute the node after or not. In this case the expression is simple "==" which is true, so the "3DGeom-7" geometry will be set to Grabbable.



Revision #11

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