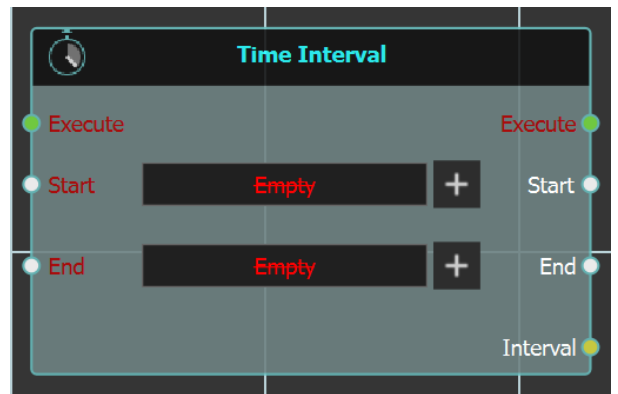


Data Types\Time

Time Interval

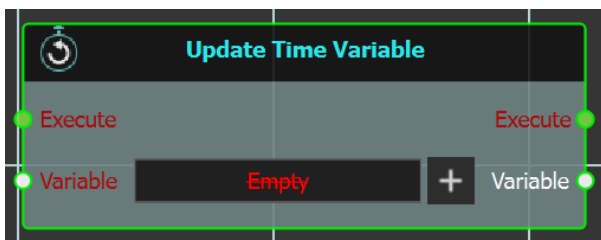


This node calculates the time difference between

"**Start**", and "**End**" times. It stores the result in

an integer "**Interval**" out put.

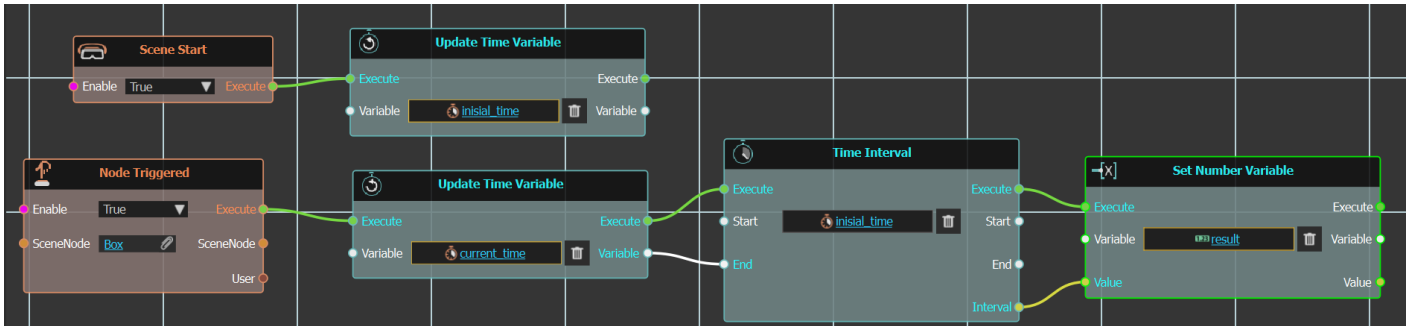
Update Time



This node can be used to store time variables.

Example

The example below demonstrates the use of both time nodes above. In it the value of "**inisial_time**" variable is updated upon Scene Start. Then when "**Box**" geometry is clicked the value of "**current_time**" variable is updated. Then the "**Time Interval**" node is executed, where "**result**" variable is calculated as difference between both times.



In the experience the "**result**" variable is connected to



a Variable writer to display its value.

Revision #10

Created 13 September 2025 08:31:18 by Samia Sabri

Updated 24 May 2026 10:44:03 by Samia Sabri