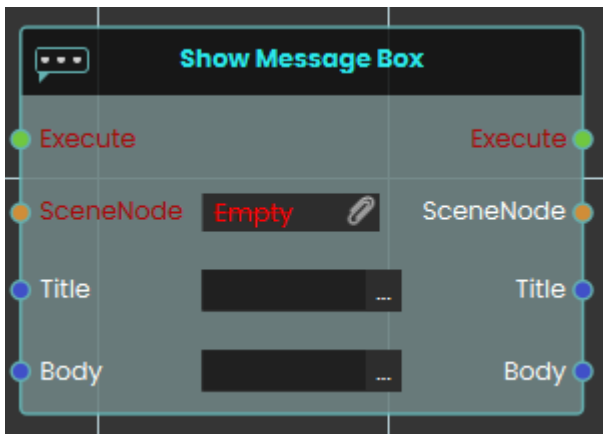
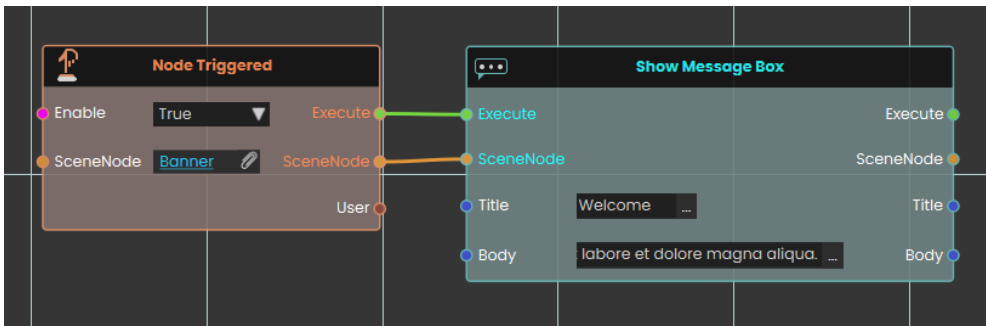
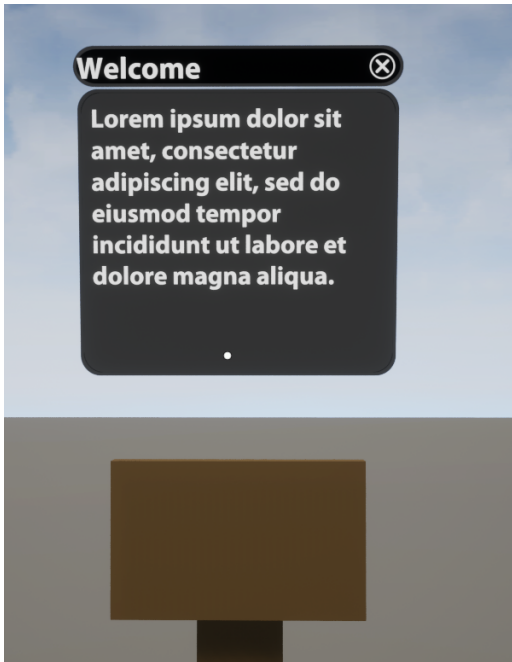


Media

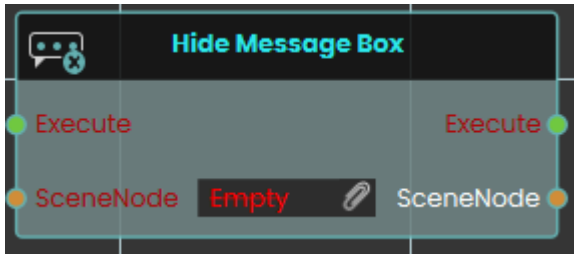
Message Box \ Show Message Box



The **Show Message Box node** displays a floating text panel directly above a specific 3D object in the VR scene. Once activated, the node takes the targeted SceneNode input and generates a visible UI element containing the text strings provided in the Title and Body inputs, to provide contextual information or instructions to the user.

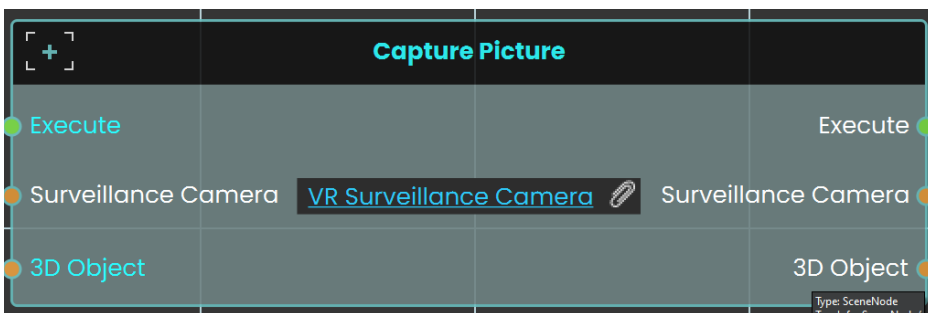


 Message Box \ Hide Message Box



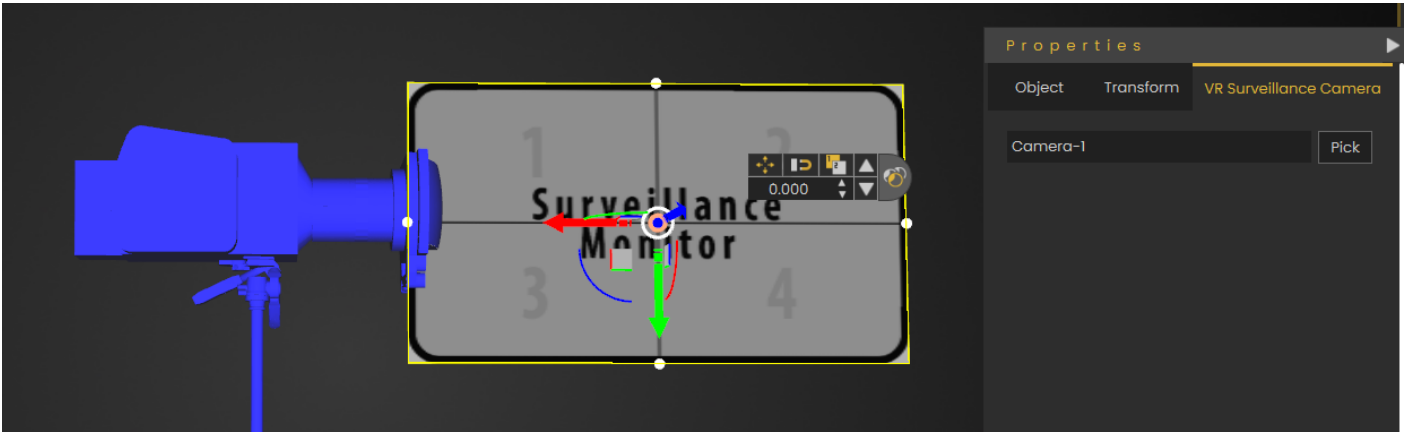
The **Hide Message Box node** removes an active text panel currently displayed above a specific 3D object. When activated, the node takes the targeted SceneNode input and immediately dismisses its attached message box from the user's view.

[+] Capture Picture

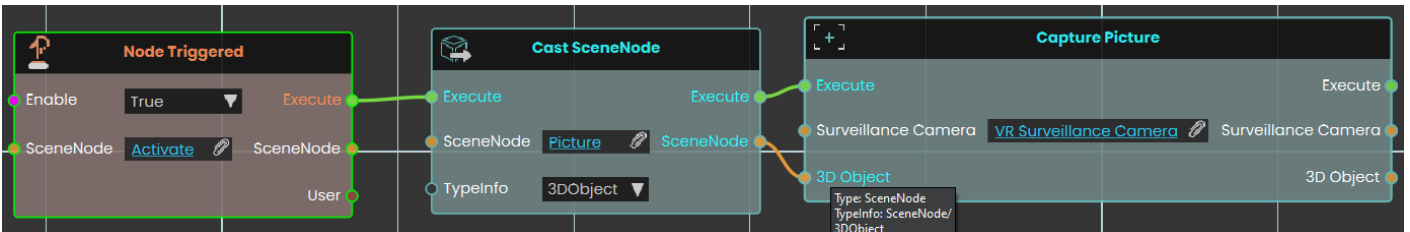


The **Capture Picture node** is used to capture an image from a camera within the scene, and the captured image can then be displayed on a 3D object within the scene. This allows the user to take snapshots and show them in the VR environment, such as displaying a captured image on a screen or other surface.

Example

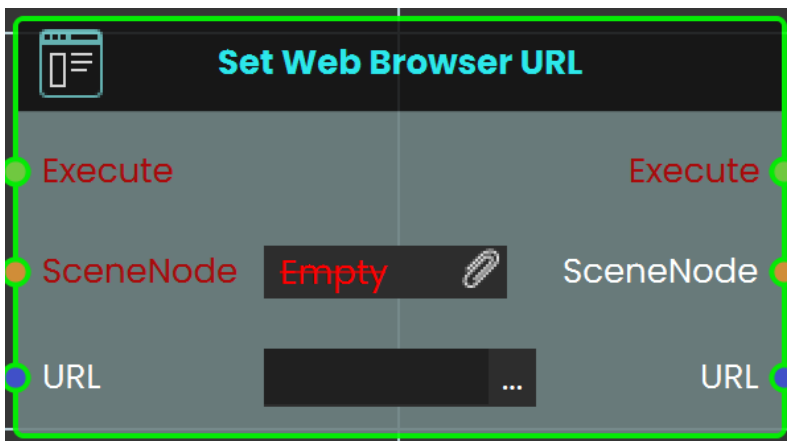


A **Surveillance Monitor** is first created to display the captured images. This monitor is then attached to the VR camera.



In this example, the **Capture Picture Node** is used to capture an image on a picture frame model when the user triggers the Activate event. Before that, the Cast SceneNode is used to identify the picture frame as a 3D object, as the Capture Picture Node only works with 3D objects.

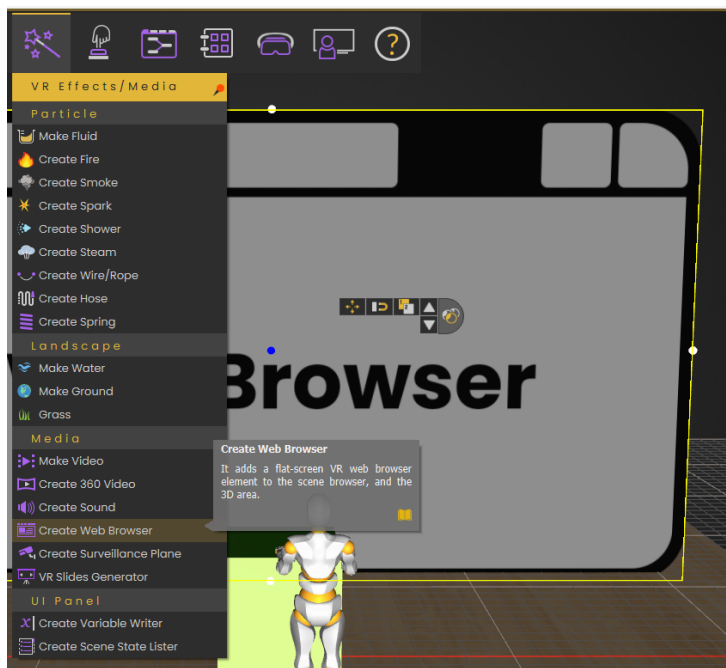
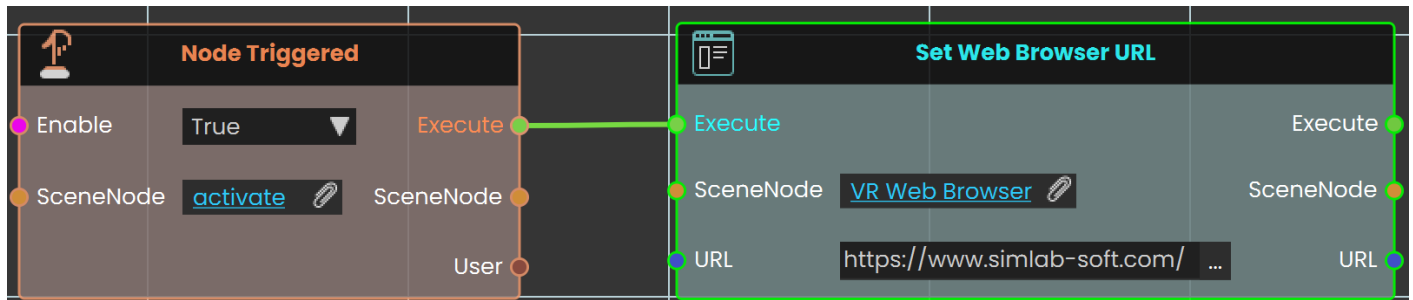
Set Web Browser URL



The **Set Web Browser URL** node sets the URL for a web browser within the VR Experience. This node enables users to open and navigate to a specified webpage, making it possible to display web content like videos or instructional resources directly within the VR environment.

■ ■ ■

Example



In this example, the **Set Web Browser URL** node is used to open the SimLab website. The **Node Triggered** event is activated when the user triggers an object named "activate." As soon as the object is triggered, the **Set Web Browser URL** node is triggered, setting the URL to the SimLab website. The website then loads and is displayed on a web browser plane within the VR environment.



Tutorial is available on SimLab VR Discord server

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