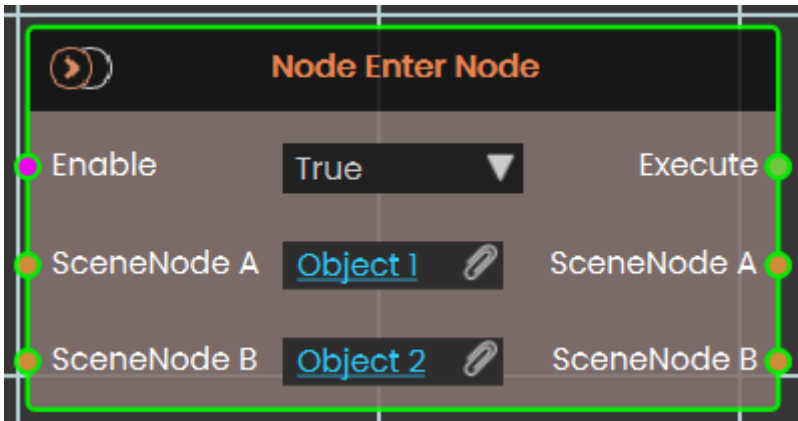


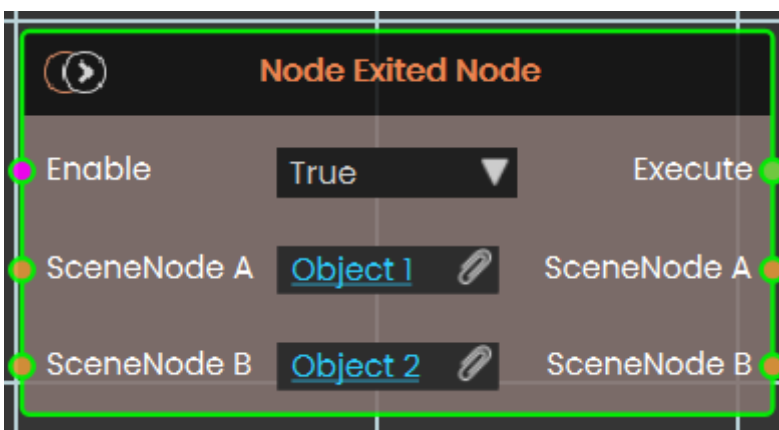
# Scene Node \ Overlap

## Node Entered Node



The **Node Entered Node** event is triggered when Scene Node A enters Scene Node B. Both nodes can be any nodes in the assembly tree — for example, Node A could be a screwdriver and Node B could be a screw.

## Node Exited Node



The **Node Exited Node** event is triggered when Scene Node A exits Scene Node B. Both nodes can be any nodes in the assembly tree — for example, Node A could be a screwdriver and Node B could be a screw.

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Revision #4

Created 19 March 2026 10:04:15 by Ashraf Sultan

Updated 10 June 2026 08:26:54 by Rafat