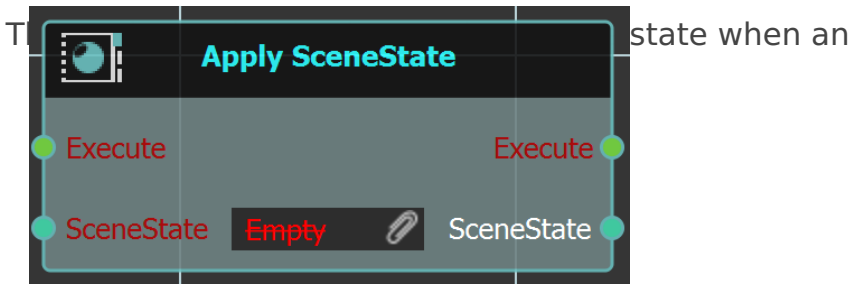


Scene State

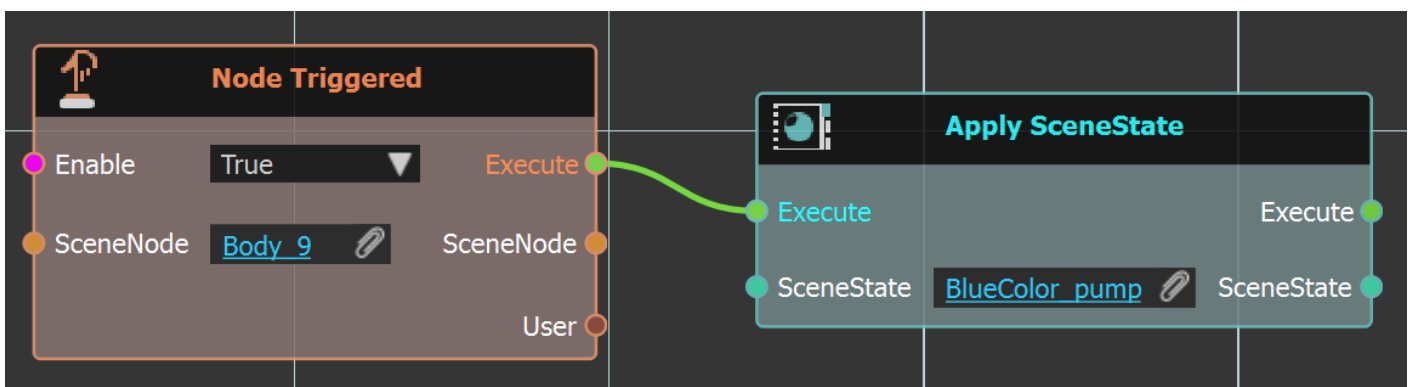
Apply SceneState



action is done in the 3D area.

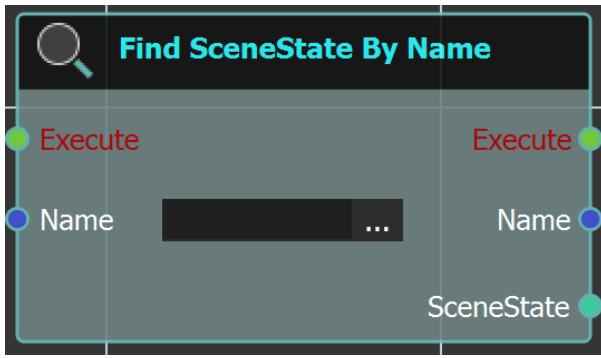
Example

In the below example when "**Body_9**" is clicked the "**BlueColor_pump**" scene state is applied.



Find SceneState By Name

In complicated scenes with large number of scene



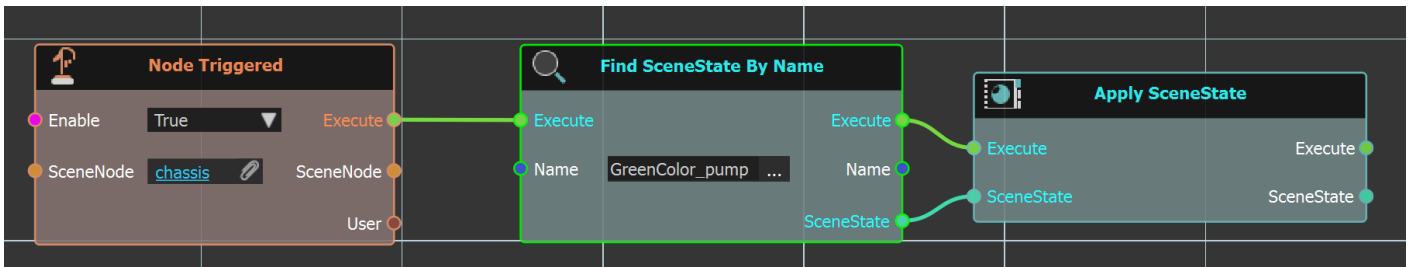
states, this node can come in handy. The user can use

this node to search for a scene state and then apply

it or do any action with it.

Example

In the example below this node is used to search for "GreenColor_pump" and then applied the scene state.



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