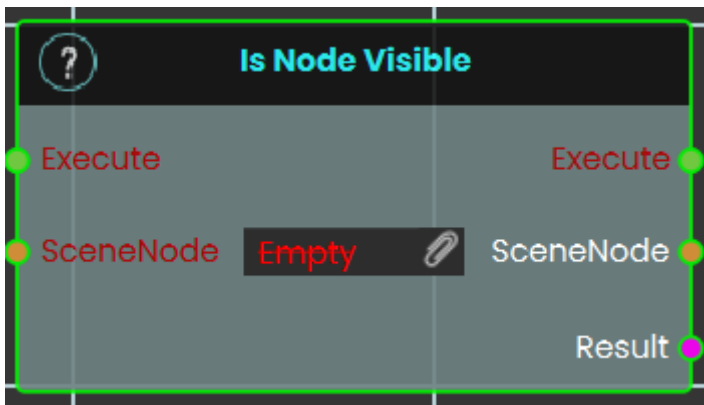


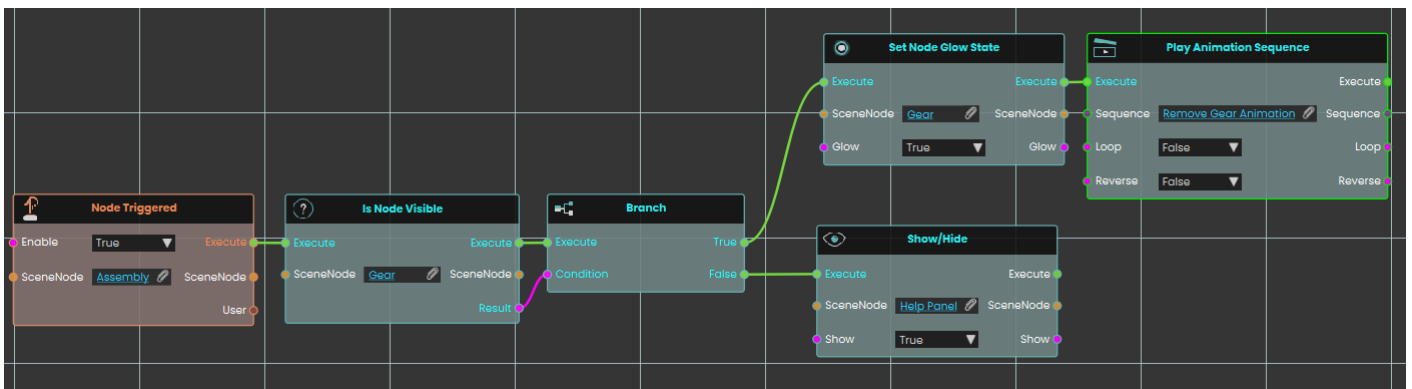
SceneNode \ Appearance

? Is Node Visible



This node checks the current visibility state of a specified 3D object within the VR Viewer. It evaluates whether the targeted object is currently rendered (shown) or hidden in the scene, and outputs this status as a boolean value (True or False).

Example:



In this example, triggering the "Assembly" object prompts the system to check if the "Gear" node is currently visible. If the gear is visible, the True branch executes, setting the gear to glow and playing a "Remove Gear" animation sequence. However, if the gear is already hidden, the False branch executes instead, displaying a "Help Panel" to the user.

Revision #1

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