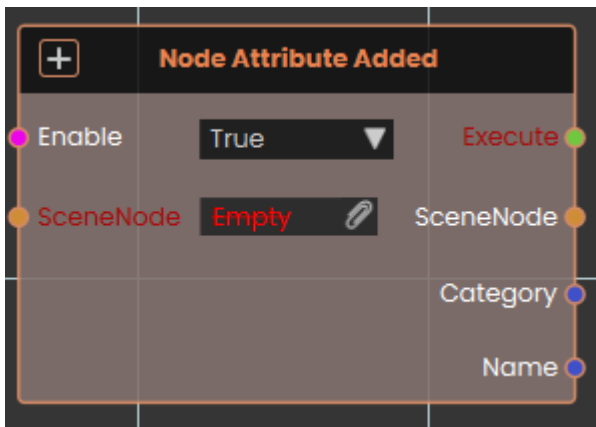


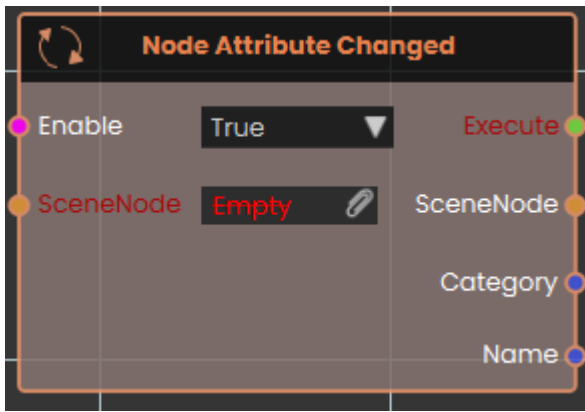
sceneNode \ Attributes

+ Node Attribute Added



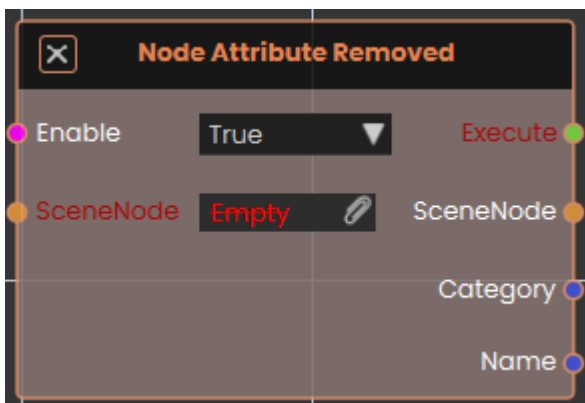
The **Node Attribute Added** event node continuously monitors the targeted SceneNode and activates whenever a completely new attribute is attached to it. This event is typically used in conjunction with **Set Node Attribute nodes** to trigger subsequent actions. Once activated, it outputs the affected SceneNode along with the specific Category and Name of the newly created attribute.

↻ Node Attribute Changed



The **Node Attribute Changed** event node observes the targeted SceneNode and activates whenever the value of any of its existing attributes is modified. Once activated, the node outputs the affected SceneNode alongside the exact Category and Name of the altered attribute.

❌ Node Attribute Removed



The **Node Attribute Removed** event node tracks the targeted SceneNode and activates the moment an existing attribute is deleted from the object. This event is typically used alongside the **Remove Node Attribute** node to initiate reactions to data clearance. Once activated, it outputs the affected SceneNode forward along with the specific Category and

Name of the deleted attribute.

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