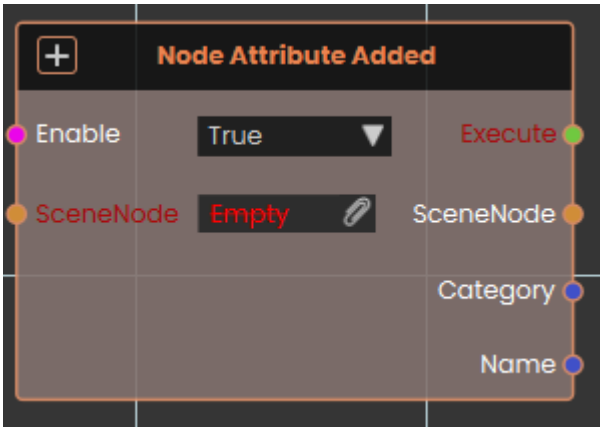
SceneNode \ Attributes

These event nodes watch an object and fire automatically the moment one of its **attributes** changes — so you can react when an attribute is added, edited, or removed without having to keep checking for it yourself. They pair naturally with the **Set Node Attribute** and **Remove Node Attribute** nodes, which are what usually make these events fire.

Each event watches the object you connect to its **SceneNode** input. When it fires, it hands you the object that changed along with the **Category** and **Name** of the attribute involved, so you know exactly what happened. Leave the **Enable** input on to keep watching, or turn it off to pause.

Node Attribute Added

Fires automatically the moment a brand-new attribute is added to an object.



What it does

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.

Inputs

Port	Type	What to connect
Enable	True / false	Turns the watch on or off. It is on by default; set it to `false` to pause watching and back to `true` to resume.
SceneNode	Scene node	The object you want to watch.

Outputs

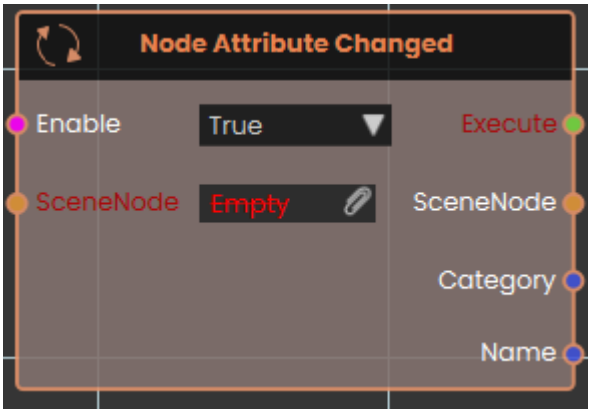
Port	Type	What you get
Execute	Trigger	Fires each time a new attribute is added to the object. Wire the next node here to react — this is what starts the chain.
SceneNode	Scene node	The object the change happened on.
Category	Text	The category the affected attribute belongs to.
Name	Text	The name of the affected attribute.

Example

SceneNode input	the `<Forklift>` object
Execute output	fires when an attribute is added to the forklift
SceneNode output	the `<Forklift>` object
Category output	`Maintenance`
Name output	`inspected`

Node Attribute Changed

Fires automatically whenever the value of one of an object’s attributes changes.



What it does

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.

Inputs

Port	Type	What to connect
Enable	True / false	Turns the watch on or off. It is on by default; set it to `false` to pause watching and back to `true` to resume.
SceneNode	Scene node	The object you want to watch.

Outputs

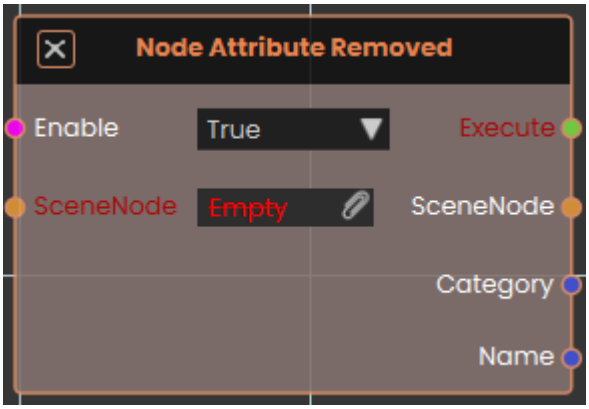
Port	Type	What you get
Execute	Trigger	Fires each time one of the object's attributes changes value. Wire the next node here to react — this is what starts the chain.
SceneNode	Scene node	The object the change happened on.
Category	Text	The category the affected attribute belongs to.
Name	Text	The name of the affected attribute.

Example

SceneNode input	the `<Forklift>` object
Execute output	fires when one of the forklift's attributes changes value
SceneNode output	the `<Forklift>` object
Category output	`Maintenance`
Name output	`inspected`

Node Attribute Removed

Fires automatically the moment an attribute is removed from an object.



What it does

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.

Inputs

Port	Type	What to connect
Enable	True / false	Turns the watch on or off. It is on by default; set it to `false` to pause watching and back to `true` to resume.

Port	Type	What to connect
SceneNode	Scene node	The object you want to watch.

Outputs

Port	Type	What you get
Execute	Trigger	Fires each time an attribute is removed from the object. Wire the next node here to react — this is what starts the chain.
SceneNode	Scene node	The object the change happened on.
Category	Text	The category the affected attribute belongs to.
Name	Text	The name of the affected attribute.

Example

SceneNode input	the `<Forklift>` object
Execute output	fires when an attribute is removed from the forklift
SceneNode output	the `<Forklift>` object
Category output	`Maintenance`
Name output	`tempNote`

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