

Sequence

These events fire in response to what a playing sequence does, so you can react automatically when a sequence reaches a key moment — without having to start the check yourself.

Sequence events

Sequence Ended

This node lets your scene react the moment a sequence finishes playing.

What it does

This is an event node, so it runs on its own — you don't wire anything into it to start it. It watches the sequence you give it, and the moment that sequence reaches its end, the node fires. You can use it to start the next thing in your scene, show a message, or move on to another step once the animation or playback has completed.

It only watches; it doesn't change the sequence in any way. While its **Enable** input is true the event is active and listening; turn that off and the node simply stops reacting until you switch it back on.

Inputs

Port	Type	What to connect
Enable	True / false	While this is true the event is active and watching the sequence; set it to false to switch the event off. If you leave it unconnected it stays on.
Sequence	Sequence	The sequence you want to watch. The node fires once this sequence finishes playing.

Outputs

Port	Type	What you get
Execute	Trigger	Fires each time the watched sequence ends. Wire this to whatever you want to happen next.
Sequence	Sequence	The same sequence that just ended, passed along so you can use it in the steps that follow.

Example

Enable input	<code>true</code>
Sequence input	Your <code>Door Opening</code> sequence
Execute output	Fires the moment the door has finished opening — connect it to play a sound or reveal the next instruction.
Sequence output	The <code>Door Opening</code> sequence, handed on to the next node.

Tips

- Use the **Enable** input to turn this event on only when it matters — for example, switch it off during an intro so an early sequence ending doesn't trigger your next step too soon.

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