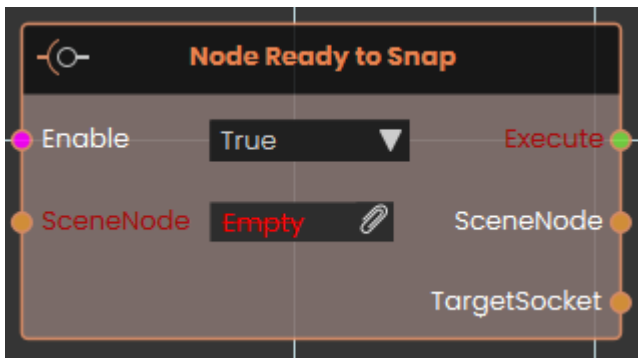


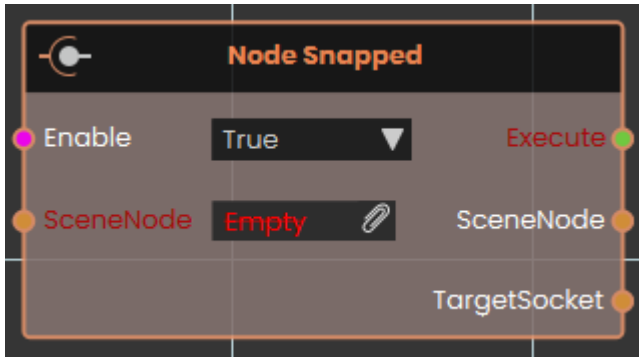
# Snapping

## Node Ready To Snap



The **Node Ready to Snap** event node activates the exact moment a designated SceneNode enters the valid snapping range of an eligible target. This node is highly useful for triggering immediate visual or audio feedback—such as highlighting a destination socket green or playing a hovering sound—letting the user know the object is ready to be released and snapped.

## Node Snapped



The **Node Snapped** event node activates immediately after a SceneNode has successfully completed its snapping action onto a target socket. This event is typically used to seamlessly progress a sequence, such as locking the snapped part in place, playing a mechanical click sound, or advancing the user to the next step of an assembly training scenario.

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