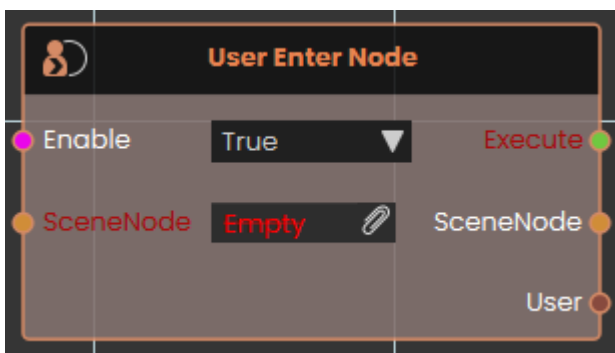


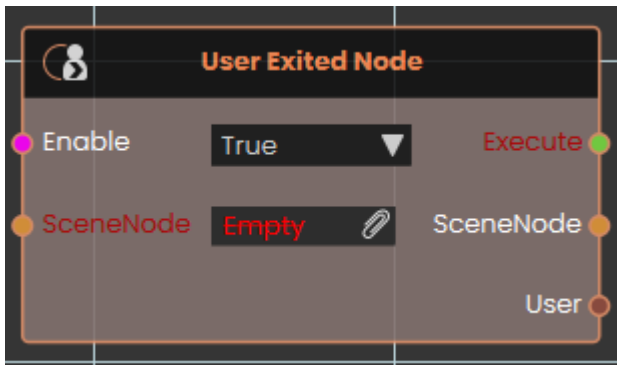
User

User Enter Node



The **User Enter Node event node** continuously monitors the physical boundaries of a specific 3D object and activates the moment a user's avatar collides with or enters its volume. While enabled, it passes forward a reference to the specific User involved before continuing the logic flow. This functionality applies to all participants within multiplayer VR collaboration scenes.

User Exit Node



The **User Exited Node event node** tracks the physical boundaries of a specific 3D object and activates the exact moment a user's avatar stops colliding with or fully exits its volume. While enabled, the node watches the targeted SceneNode and triggers its output as soon as the user completely separates from the object, passing forward a reference to the specific User who left before continuing the execution logic. And like **User Enter Node**, it also applies to all participants within multiplayer VR collaboration scenes.

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