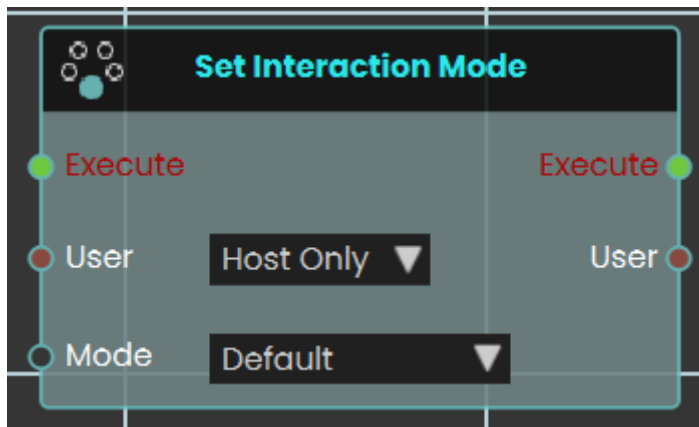


User \ Set Mode

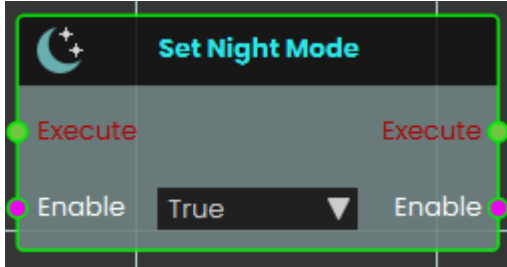
• Set Interaction Mode



The **Set Interaction Mode node** dynamically changes how participants engage with the VR environment. When activated, the node evaluates the targeted User input—which can be configured for either "Host Only" or "All Users" and immediately switches their current control state to the selected Mode. The available interaction modes include:

- **Default:** The standard, baseline interaction and movement mechanics of the VR Viewer.
 - **Drawing:** Enables the user to freely draw directly onto 3D surfaces within the scene.
 - **Scene Building:** Unlocks spatial editing capabilities, allowing the user to dynamically adjust the location, rotation, and scale of 3D objects to freely move and place models around the environment.
 - **Measurement:** Enables the user to draw straight lines across the scene, accurately measuring distances and lengths in meters.
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Set Night Mode



The Set Night Mode node instantly alter the environmental lighting and skybox of the VR scene to nighttime. Once activated, the node evaluates the boolean Enable input—transitioning the scene's overall environment to a dark night mode.

Revision #8

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