

Attach Predefined Mono Script to a Button Object



XR Triggerable (Script)

Script XRTtriggerable

Events

Element 0 ()

Runtime Only ▾ DigicodeHandler.PressButton

Digicode (| ⊖) 9

Runtime Only ▾ AudioSource.Play

Button9 (A ⊖)

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This screenshot shows the Unity Editor's Inspector window for an object with the script "XRTtriggerable". The "Events" section is expanded, showing two runtime events. The first event, "Element 0 ()", has a condition "Runtime Only" set to "DigicodeHandler.PressButton" and a trigger "Digicode" with value "9". The second event has a condition "Runtime Only" set to "