

Attach Predefined Mono Script XRTriggerable to a Button GameObject



▼ ☒ XR Triggerable (Script) ? ⌵ ⋮

Script XRTriggerable ⊙

▼ Events 1

Element 0 ()

<input type="checkbox"/> Runtime Only ▼	DigicodeHandler.PressButton ▼
Digicode (⊙	9
<input type="checkbox"/> Runtime Only ▼	AudioSource.Play ▼
Button9 (A ⊙	

Trigging Time 0.5