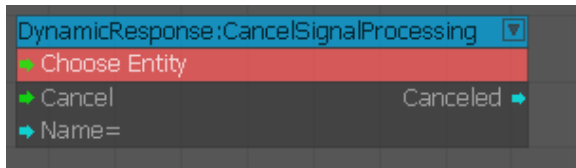


CancelSignalProcessing

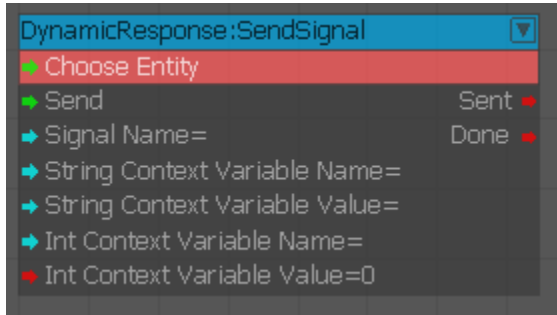
This node sends a signal to cancel the processing of the sent signal in the Dynamic Response System.



- [CancelSignalProcessing](#)
- [SendSignal](#)
- [SetFloatVariable](#)
- [SetIntegerVariable](#)
- [SetStringVariable](#)

SendSignal

This node sends a signal to the Dynamic Response System.



Inputs

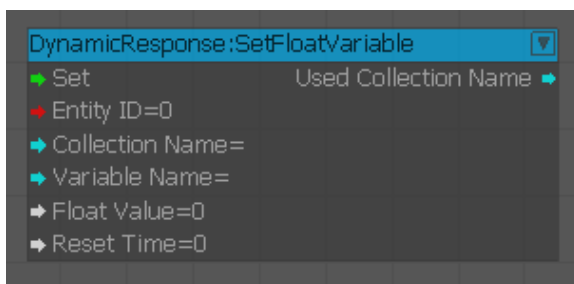
Port	Type	Description
Send	Any	Sends the dynamic response signal
Signal Name	String	Name of the dynamic response signal

Outputs

Port	Type	Description
Done	String	Triggered when the signal is sent or is canceled.

SetFloatVariable

This node is used to set a float variable in a variable collection for the Dynamic Response System.



Inputs

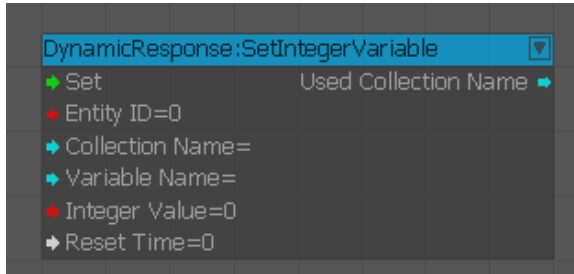
Port	Type	Description
Set	Any	Set the given value to the specified variable
EntityID	Any	The ID of the entity to fetch the collection from
CollectionName	String	The name of the collection
VariableName	String	The name of the variable to set
FloatValue	Float	The value of the variable
ResetTime	Float	The time after which the variable is reset to its previous value

Outputs

Port	Type	Description
UsedCollectionName	String	Outputs the name of the variable collection created or used

SetIntegerVariable

This node is used to set an integer variable in a variable collection for the Dynamic Response System.



Inputs

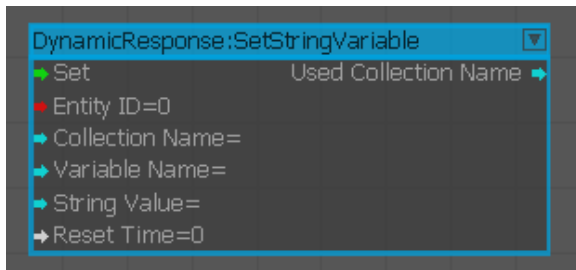
Port	Type	Description
Set	Any	Set the given value to the specified variable
EntityID	Any	The ID of the entity to fetch the collection from
CollectionName	String	The name of the collection
VariableName	String	The name of the variable to set
IntegerValue	Float	The value of the variable
ResetTime	Float	The time after which the variable is reset to its previous value

Outputs

Port	Type	Description
UsedCollectionName	String	Outputs the name of the variable collection created or used

SetStringVariable

This node is used to set a String variable in a variable collection for the Dynamic Response System.



Inputs

Port	Type	Description
Set	Any	Set the given value to the specified variable
EntityID	Any	The ID of the entity to fetch the collection from
CollectionName	String	The name of the collection
VariableName	String	The name of the variable to set
StringValue	Float	The value of the variable
ResetTime	Float	The time after which the variable is reset to its previous value

Outputs

Port	Type	Description
UsedCollectionName	String	Outputs the name of the variable collection created or used