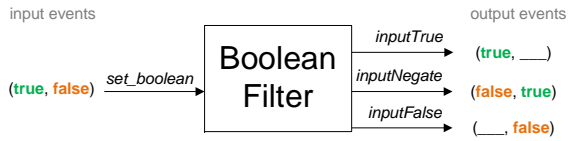


X3D Event Utility Nodes: Field Event Diagrams

15 January 2012



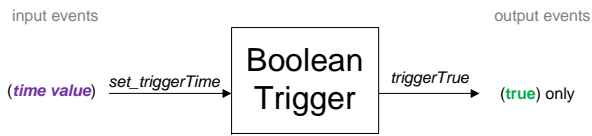
Notes

Note that *inputTrue* output event only passes **true** events, while the *inputFalse* output event only passes **false** events

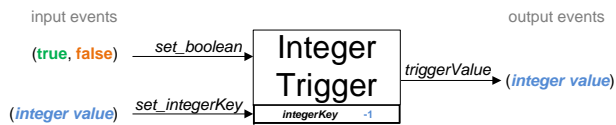


Input event *set_boolean true* negates the value of the *toggle* field and sends it as the *toggle_changed* output event. Input event *set_boolean false* has no effect.

The *toggle_changed* output event provides the current value of the *toggle* field.

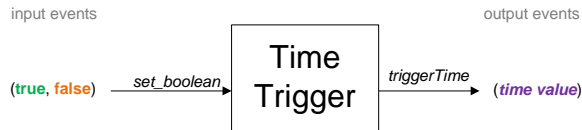


When a *set_triggerTime* timestamp event is received, a *triggerTrue true* event is sent.

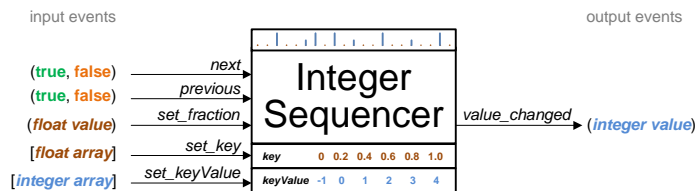


Input event *set_boolean true* sends the *triggerValue* output event. Input event *set_boolean false* does the same (but there is a specification issue for it).

The *triggerValue* output event provides the current value of the *integerKey* field.



Input event *set_boolean true* sends the *triggerTime* output event. Input event *set_boolean false* does the same (but there is a specification issue for it).

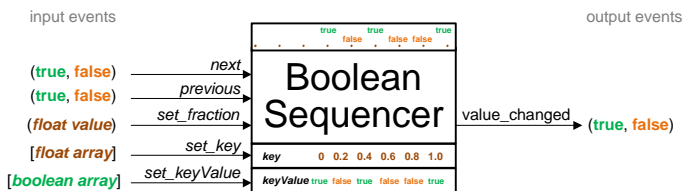


next and *previous* input events have discrete boolean values. Receiving a **true** value changes *fraction* to the following/prior *key*, while receiving a **false** value has no effect.

Whenever *set_fraction* first meets or exceeds an element in the *key* array, the corresponding *keyValue* array element is sent as output event *value_changed*.

set_fraction input values are continuous, *value_changed* output values are discrete.

The current internal value of *fraction* is not inspectable. Add a second output ROUTE from the originating TimeSensor node if that value is needed elsewhere.



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