



X3D Validator



This Web application comprehensively checks X3D4 HTML5 model validity.

Choose a local .x3d model file

No file selected.

Enter an online .x3d model url

Local file X3D scene file name: **HelloWorld4.x3d** (length: 3451 bytes) ([revalidation address](#))

----- Commence validation checks for **HelloWorld4.x3d** -----

Performing [XML well-formed](#) check...

XML well-formed check: **pass.**

Performing [DOCTYPE reference](#) check...

found HTML page wrapping X3D model in original file: false

[X3dDoctypeChecker] success: valid XML declaration found.

[X3dDoctypeChecker] success: final X3D 4.0 DOCTYPE found.

DOCTYPE reference check: **pass.**

Performing [X3D DTD validation](#) check ([X3D DTD documentation](#)) ...

X3D DTD validation check: **pass.**

Performing [X3D schema validation](#) check ([X3D schema documentation](#)) ...

X3D schema validation check: **pass.**

Performing [X3dToClassicVrml.xslt conversion](#) check ([Quality Assurance \(QA\) overview](#)) ...X3dToClassicVrml.xslt conversion check: **pass**.**Performing [integer/float regular expression \(regex\)](#) check...**integer/float regular expression (regex) check: **pass**.**Performing [X3D Schematron](#) check...**

X3D version 4.0 is experimental and under development, focused on HTML5/DOM interoperability. [/X3D, diagnostic]

X3D/head/meta title (i.e. filename 'HelloWorld4.x3d') is expected at end of identifier (url) value [/X3D/head, warning]

X3D Schematron check: **pass**.

Good practice is to fix errors and warnings wherever possible, and consider silencing harmless informational messages, so that important indicators remain noticeable.

Performing [X3D Tidy](#) check ([X3D Tidy Scene Cleanup, Corrections and Modifications](#)) ...X3D Tidy check: **pass**.**Performing [X3D to XHTML pretty-print listing](#) check ([Quality Assurance \(QA\) overview](#)) ...**

Conversion complete, documentation appears below.

Authoring hints: Select url links to check the availability of online addresses. Comments are inserted with local links to document ROUTE connections. Node tooltips are also provided.

```

<?xml version="1.0" encoding="UTF-8" ?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 4.0//EN" "http://www.web3d.org/specifications/x3d-4.0.dtd">
<X3D profile='Immersive' version='4.0' xmlns:xsd='http://www.w3.org/2001/XMLSchema-instance'
xsd:noNamespaceSchemaLocation='http://www.web3d.org/specifications/x3d-4.0.xsd'>
  <head>
    <!-- Alternate encodings: VRML97, X3D ClassicVRML Encoding, X3D Compressed Binary Encoding (CBE), X3DOM,
    JSON -->
    <meta name='title' content='HelloWorld4.x3d' />
    <meta name='description' content='Simple X3D model example: Hello World!' />
    <meta name='created' content='30 October 2000' />
    <meta name='modified' content='26 August 2020' />
    <meta name='creator' content='Don Brutzman' />
    <meta name='Image' content='HelloWorld.tall.png' />
    <meta name='reference' content='http://en.wikipedia.org/wiki/Hello_world' />
    <meta name='reference' content='https://en.wikipedia.org/wiki/Hello#.22Hello.2C_World.22_computer_program' />
    <meta name='reference' content='https://en.wikipedia.org/wiki/Hello,_World!_program' />
    <meta name='reference' content='http://en.wikibooks.org/w/index.php?title=Computer_Programming/Hello_world' />
  </head>

```

```

<meta name='reference' content=' http://www.HelloWorldExample.net '/>
<meta name='reference' content=' https://www.web3d.org '/>
<meta name='reference' content=' https://www.web3d.org/realtime-3d/news/internationalization-x3d '/>
<meta name='reference' content=' https://www.web3d.org/x3d/content/examples/HelloWorld.x3d '/>
<meta name='reference' content=' http://X3dGraphics.com/examples/X3dForAdvancedModeling/HelloWorldScenes/HelloWorld.x3d '/>
<meta name='identifier' content=' http://X3dGraphics.com/examples/X3dForWebAuthors/Chapter01TechnicalOverview/HelloWorld.x3d '/>
<meta name='license' content=' https://www.web3d.org/x3d/content/examples/license.html '/>
<meta name='generator' content='X3D-Edit 3.3, https://savage.nps.edu/X3D-Edit/'/>
<meta name='reference' content='HelloWorld.wrl'/>
<meta name='reference' content='HelloWorld.x3dv'/>
<meta name='reference' content='HelloWorld.x3db'/>
<meta name='reference' content='HelloWorld.xhtml'/>
<meta name='reference' content='HelloWorld.json'/>
</head>
<!--

```

Index for DEF nodes : [ImageCloudlessEarth](#), [MaterialLightBlue](#), [TextMessage](#), [ViewUpClose](#)

```

-->
<Scene>
  <!-- Example scene to illustrate X3D nodes and fields (XML elements and attributes) -->
  <WorldInfo info="Example scene to illustrate a simple X3D model" title='Hello World!'/>
  <Group bboxDisplay='false' visible='true'>
    <Viewpoint DEF='ViewUpClose' centerOfRotation='0 -1 0' description='Hello world!' position='0 -1
    7' nearClippingPlane='-1' farClippingPlane='-1' viewAll='false'/>
    <Transform rotation='0 1 0 3' bboxDisplay='false' visible='true'>
      <Shape bboxDisplay='false' visible='true'>
        <Sphere/>
        <Appearance>
          <Material DEF='MaterialLightBlue' diffuseColor='0.1 0.5 1'/>
          <ImageTexture DEF='ImageCloudlessEarth' load='true' refresh='0'
            url=' "earth-topo.png" "earth-topo.jpg" "earth-topo-small.gif" "https://www.web3d.org/x3d/content/examples/Basic/earth-topo.png" "https://www.web3d.org/x3d/content/examples/Basic/earth-topo.jpg"
            "https://www.web3d.org/x3d/content/examples/Basic/earth-topo-small.gif" '/>
        </Appearance>
      </Shape>
    </Transform>
  </Group>

```

```

</Transform>
<Transform translation='0 -2 0' bboxDisplay='false' visible='true'>
  <Shape bboxDisplay='false' visible='true'>
    <Text DEF='TextMessage' string='"Hello" "world!'">
      <FontStyle justify='"MIDDLE" "MIDDLE"'/>
    </Text>
    <Appearance>
      <Material USE='MaterialLightBlue'/>
    </Appearance>
  </Shape>
</Transform>
</Group>
</Scene>
</X3D>
<!--

```

Index for DEF nodes : [ImageCloudlessEarth](#), [MaterialLightBlue](#), [TextMessage](#), [ViewUpClose](#)

-->

<!-- Color key: <X3dNode DEF='idName' field='value'> matches <XmlElement DEF='idName' attribute='value'>
(Light blue background: behavior node) (Grey background: inserted documentation) (Magenta background: X3D Extensibility)

-->

<!-- Additional help information about X3D scenes: [X3D Resources](#), [X3D Scene Authoring Hints](#) and [X3D Tooltips](#) -->

X3D to XHTML pretty-print listing check: **pass**.

----- Validation checks complete for **HelloWorld4.x3d** -----

The [Authoring Support](#) section of the [X3D Resources](#) page lists numerous additional resources that provide support for authoring X3D.

Help with X3D

Here are resources that can help troubleshoot problems with X3D scenes.

- [X3D Resources: Authoring Support](#) provides links to the X3D Specification, Schema & DTD documentation, and other assets.
- [X3D Scene Authoring Hints](#) provides author guidance for producing X3D scenes.
- [X3D Tooltips](#) provide summary descriptions and authoring hints for each X3D node (element) and field (attribute). Multilingual versions are available.
- x3d-public@web3d.org open mailing list ([subscribe](#)) ([archive](#)) is a good place to discuss X3D authoring and scene improvement.

X3D Validator Status

- The [X3D Validator](#) is maintained online at <https://savage.nps.edu/X3dValidator>
- The [Quality Assurance \(QA\)](#) section of the [X3D Resources](#) page provides further information about these validation tests.
- The same functionality is available locally on your desktop by using the checkmark button in the [X3D-Edit](#) authoring tool.
- X3D Validator analysis of a given scene can be invoked via url, for example:
<https://savage.nps.edu/X3dValidator?url=http://X3dGraphics.com/examples/X3dForWebAuthors/Chapter02-GeometryPrimitives/Box.x3d>

Security note: currently no scenes or errors are saved by the server. Future versions may support submitting error reports of general interest.

Development Details

- This project is developed and deployed using [Netbeans](#).
- This codebase is published under an [open-source license \(.txt\)](#), available on [SourceForge](#), and undergoing continued development.
- Source code is available for subversion checkout at
`svn co https://svn.code.sf.net/p/x3d/code/www.web3d.org/x3d/tools/X3dQualityAssurance/X3dValidator X3dValidator`
- Using Netbeans, first run target `all.get` to obtain additional code, then `all.run` the project to compile and launch locally. Then run target `all.deploy` to publish (requires server-side permissions).

Contact

- Questions, suggestions and comments about these resources are welcome. Please send them to [Don Brutzman \(*brutzman at nps.edu*\)](#)
- If you find this service useful, please consider providing a testimonial comment for our [Web3D Consortium news announcement](#).
- Updated: 26 August 2020 ([revision log](#))

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