

```
cal file X3D model file name: Filters.x3d (length: 6980 bytes)

——Commence validation checks for Filters.x3d ———
al file length: 6981 bytes
D file length: 6981 bytes

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

2. Performing BOCTYPE 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: gass.
                reforming X3D DTD validation check (X3D DTD decr
        Performing XMToX3d+ClassicVentxult XMToVent97.xdt conversion check (Quality AssurableXd+ClassicVentxudt XMToVent97.xdt conversion check: pass

    Performing integer/float data-patterns check...
    sa part of XSD Royalar Expressions (popular)
    integer/float data-patterns check: pass.

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Filters we as made to manage the different count of their in an improview way. Filters can be composed of a marker of nitrobuse, because, again and the quality tooks the harmon as Q. Furthermore, the filters are considered to see specific types, depending on the sound offices the product. It is during the filters are considered to see a product of the product in the darks, there is a constant of the product in the contribution. On the constribution of the filters are constant of the product in the contribution of the filters are constant of the product in the contribution of the filters are constant of the product in the contribution of the filters are constant of the product in the contribution of the filters are constant of the product in the contribution of the filters are constant of the product in the contribution of the filters are constant of the product in the contribution of the filters are constant of the product in the contribution of the filters are constant of the product in the contribution of the filters are constant of the product in the contribution of the contribution of the filters are constant of the product in the contribution of the filters are constant of the product in the filters are constant of the product in the contribution of the contrib
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Index for DEF nodes: AnimDas, AnimDasBootl, AnimDasBootl, AnimDasBootl, AnimDasBootl, AnimDasBootld, AnimDasBoo
                                                                                                                      nance DEF='audio_emit' alphaMode='AUTO' alphaCatoff='0.5'>
aterial diffuseColor='0.1 0.1 0.1' emmis iveColor='0.8 0.8 0.8' specularColo
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1 of 2

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Index for DEF nodes : AnimData, AnimDataHoull, AnimDataHoul, AnimDataHoull, AnimD
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      <3— For additional help information about X3D scenos, please see X3D Tookins, X3D Resources and X3D Scene Authoring Hints.</p>
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2 of 2 10/18/2021, 5:12 PM