

Event tracing

X3D-Edit author-assist feature provides support for tracing output events

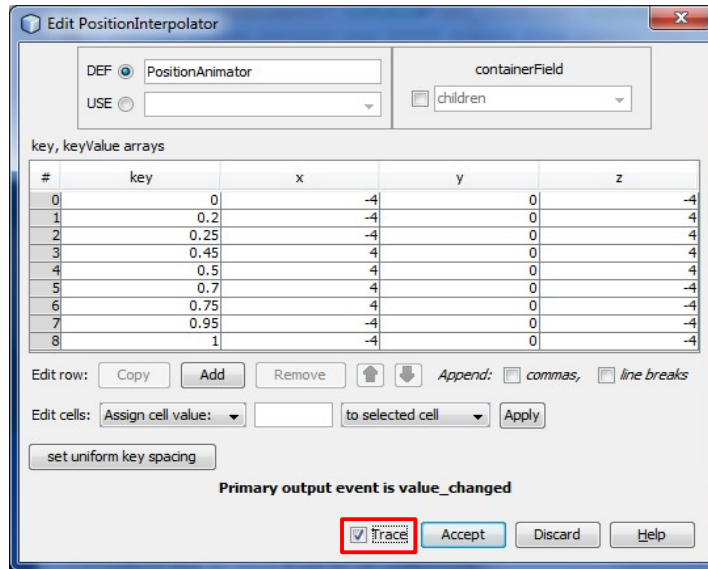
- “Trace” checkbox on editing pane adds some extra X3D source to your scene
- Captures all output events, routes them to a Script
- Script outputs event values to X3D browser console at run time so that you can trace execution logic

Can be helpful for selective debugging when animation chains are not behaving as expected

- Available for ROUTE, most event-producing nodes
- Simply remove when done troubleshooting

Event tracing example

PositionOrientationInterpolatorsExampleTraced.x3d



✓ Trace

✓ Trace

✓ Trace

