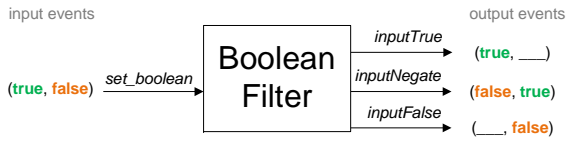


# X3D Event Utility Nodes: Field Event Diagrams



## Notes

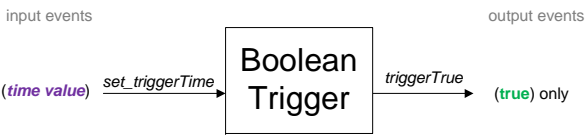
**Notation:** constructs such as (true, false) shows two different possible input/output sequences. **Notation:** construct \_\_\_ indicates that no event is sent in response.

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

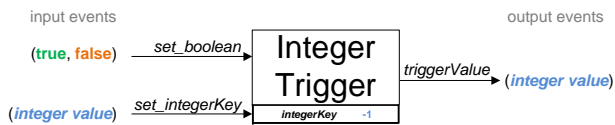


Input event set\_boolean true negates the value of the toggle field and sends it as the toggle\_changed output event. Input event set\_boolean false has no effect.

The toggle\_changed output event provides the current value of the toggle field.

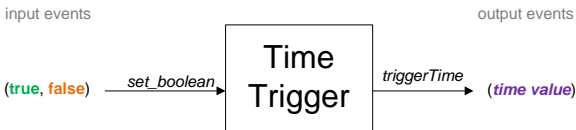


When a set\_triggerTime timestamp event is received, a triggerTrue true event is sent.

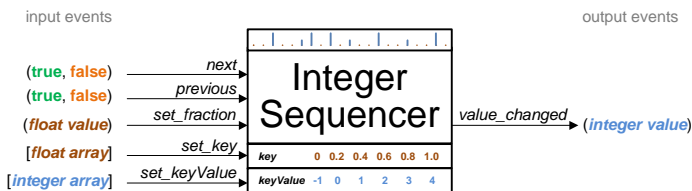


Input event set\_boolean true sends the triggerValue output event. Input event set\_boolean false has no effect.

The triggerValue output event provides the current value of the integerKey field. Resetting the integerKey field generates both integerKey\_changed and triggerValue output events with the same value.



Input event set\_boolean true sends the triggerTime output event. Input event set\_boolean false has no effect.

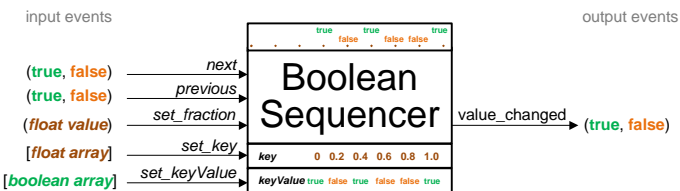


next and previous input events have discrete boolean values. Receiving a true value changes fraction to the following/prior key, while receiving a false value has no effect.

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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