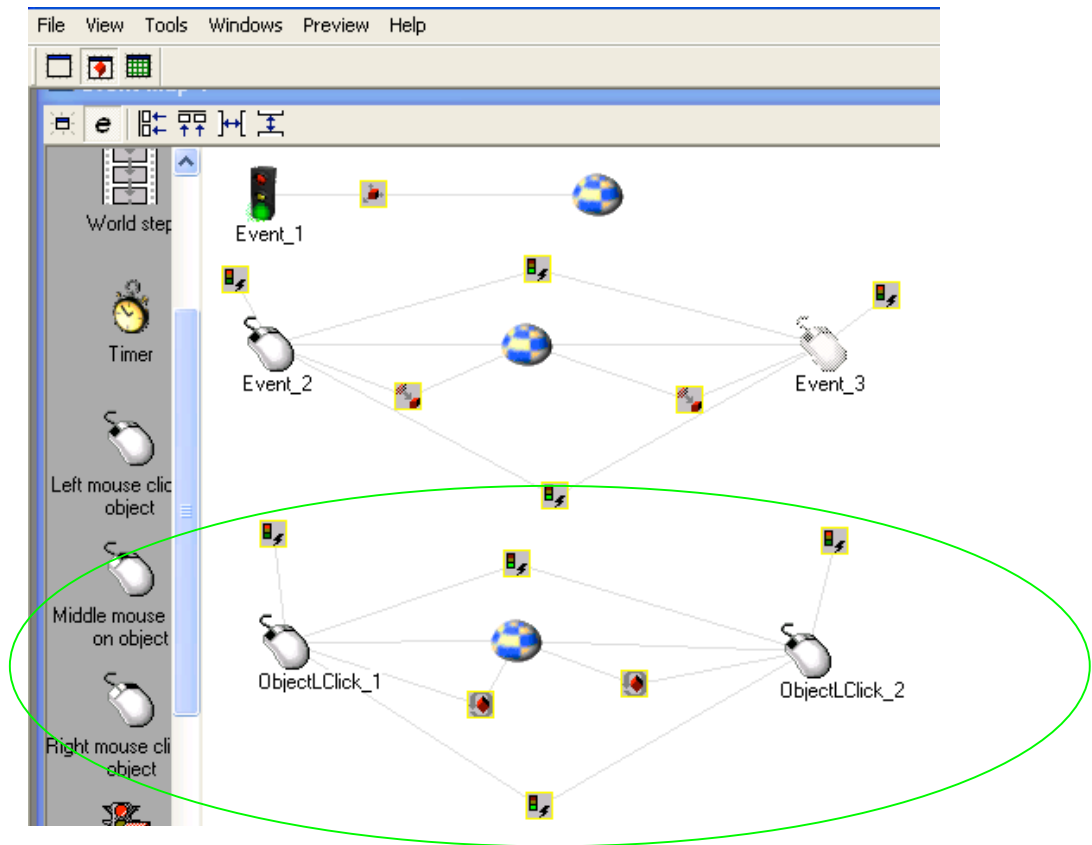


Kommode Gruppe 3.123

Følgende er tilføjet i "Event Map"



The screenshot shows the Cult3D Designer interface with the following components:

- Event Map:** The same event map as shown in the previous image, with ObjectClick_1 and ObjectClick_2 highlighted by a green oval.
- Scene Graph:** A tree view of the scene hierarchy, including RootNode, Cult3D Screen, Monitor viewer, Camera01, centerpoint, right door, left door, and various boxes and cylinders.
- Stage Window:** A 3D view of the scene, showing a wooden cabinet with two doors, one of which is open.
- Properties Panel:** A table showing the properties of the selected object, 'right door'.

Name	Initial value	Current value	Type
Name	"right door"	"right door"	String
Transform	1.0000,-0.0000,0.0000,-2	0.7870,-0.6169,0.0000,-2	Matrix
Translation	-27.9608,12.5871,-3.0901	-27.9608,12.5871,-3.0901	Vec3d
Rotation	-0.0000,0.0000,0.0000,1	-0.0000,0.0000,0.3263,0	Orientation
ISBN	***	***	String
EAN	***	***	String

Nedenstående figur viser kommoden med den programmerede låge



Bord

4.stolben tilføjet (Markeret med rødt)

```
#VRML V2.0 utf8
PROTO TwoColorTable [ field SFCOLOR legColor .8 .4 .7
                      field SFCOLOR topColor .6 .6 .1 ]
{
  Transform {
    children [
      Transform { # table top
        translation 0 0.6 0
        children
          Shape {
            appearance Appearance {
              material Material { diffuseColor IS topColor }
            }
            geometry Box { size 1.2 0.2 1.2 }
          }
        ]
      }

      Transform { # first table leg
        translation -.5 0 -.5
        children
          DEF Leg Shape {
            appearance Appearance {
              material Material { diffuseColor IS legColor }
            }
            geometry Cylinder { height 1 radius .1 }
          }
        ]
      Transform { # another table leg
        translation -.5 0 .5
        children USE Leg
      }
      Transform { # another table leg
        translation .5 0 .5
        children USE Leg
      }
      Transform { # another table leg
        translation .5 0 -.5
        children USE Leg
      }
    ] # End of root Transform's children
  } # End of root Transform
} # End of prototype

# The prototype is now defined. Although it contains a
# number of nodes, only the legColor and topColor fields
# are public. Instead of using the default legColor and
# topColor, this instance of the table has red legs and
# a green top:

TwoColorTable {
  legColor 1 0 0 topColor 0 1 0
}
NavigationInfo { type "EXAMINE" } # Use the Examine viewer
```

Afbildning af bord med 4 ben

