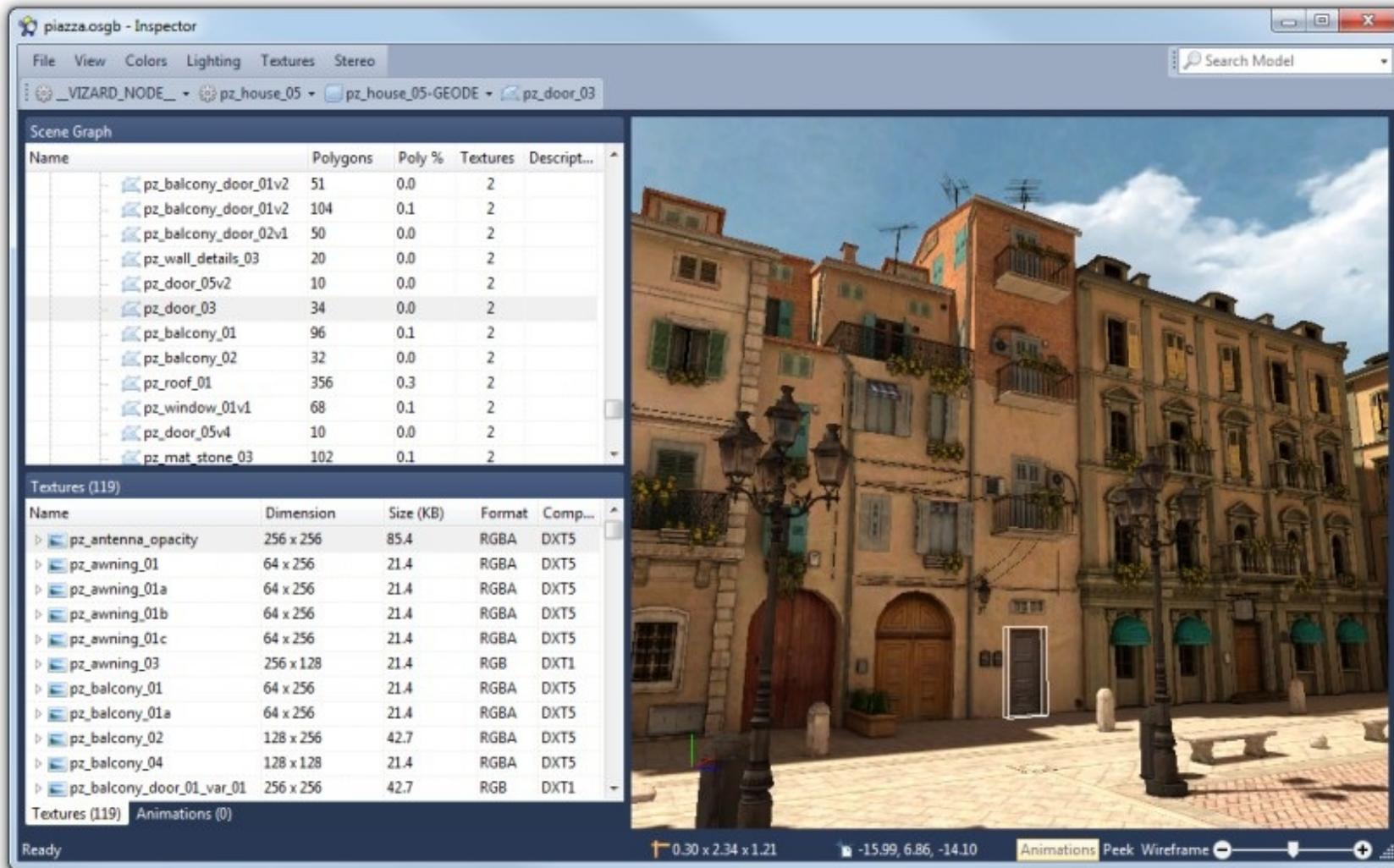


The Vizard IDE: Inspector

Inspector is a visual tool for browsing the scene graph of any Vizard compatible 3d model. Use it to:

- Identify sub-parts of models so that you can get a handle to and manipulate them in your script.
- View polygon and texture information for the model and sub-parts. If the model is negatively affecting performance, this can help you determine the cause.
- Navigate around the model and copy the 3D position of points on the model and camera information. This is useful for positioning objects and setting up the viewpoint in the Vizard scene.



Loading a model in Inspector

There are several ways you can load a model into Inspector.

- In the Resources pane of the Vizard IDE, right click on the model name and select properties
- Drag and drop a model file onto the Inspector icon

- Browse to the file from within Inspector by selecting **File-> Open**

Browsing the scene graph

Browse the scene graph by expanding/collapsing the scene graph tree or through drop down selections in the node path toolbar:

Name	Polygons	Poly %	Textures	De
▲ [Node Icon] _VIZARD_NODE_	119,530	100.0		
▲ [Node Icon] ground	1,762	1.5		
▲ [Geode Icon] ground-GEODE	1,762	1.5		
[Geometry Icon] Dirt	242	0.2	2	
[Geometry Icon] Asphalt (A)	306	0.3	2	
[Geometry Icon] Concrete (C)	897	0.8	2	
[Geometry Icon] Dip_Cement	317	0.3	2	
▲ [Node Icon] h7_Stone05	8	0.0		
▲ [Geode Icon] h7_Stone05-GEODE	8	0.0		
[Geometry Icon] House07	8	0.0	1	
▲ [Node Icon] market	5,068	4.2		
[Node Icon] market-OFFSET	5,068	4.2		

Single click a name in the tree to display a selection box around the corresponding sub-part in the viewer. Double click a name to select the part, center it in the viewer and set it to be the rotation origin.

Single or double clicking a part in the viewer will have the same effect as described above while highlighting the corresponding name in the scene graph tree.

The legend below defines the icons that appear in Inspector:

-  Node
-  Transform
-  Geode
-  Geometry

Polygon counts and texture information

The scene graph pane displays the number of polygons each object is comprised of and its percentage of the total. Any textures associated with the object are accessible from the drop down list in the texture column. Clicking on a texture name will show the texture in the viewer and highlight the texture in the texture pane.

The texture pane shows detailed information about all the textures that are included with the model. Selecting a texture will display the texture in the viewer. Expand the + sign to the left of the texture to see the object(s) that it's applied to.

Viewer Navigation

Use the mouse to navigate around the model in the viewer:

Pan: Drag with the right mouse button.

Rotate: Drag with the left mouse button. The initial rotation point is set to be the model's center. That rotation point can be set to be any model sub-part by double clicking that part.

Zoom: Use the mouse wheel to zoom in/out.

Set Pivot: Holding the shift key while clicking the left mouse button will set the rotation pivot point at the selected location.

Use fullscreen mode to expand the view of the model and help with navigation. Pressing **F2** will toggle fullscreen on the monitor the Inspector window is currently inside. When in fullscreen mode, Inspector will display only the view pane and hide all other UI components (i.e. menu tabs, toolbars, panes, etc.).

Copy 3D position and camera data

By copying 3D position and camera data you can easily position objects and set the viewpoint where you want it in the Vizard scene. Right click any point on the model to copy the 3D coordinates of that point. Right click any time while navigating in the viewer to copy data about the current camera position and orientation.

Status bar

In the status bar, located at the bottom of the window, you will see information about the current selection and viewer related controls:

 Displays the size of the selection bounding box.

 Displays the position of the selection origin.

Animations: Toggles between playing and pausing animations. If the model does not have animations, this control will be disabled.

Peek: Toggles peek mode on and off. Peek mode reveals the current selection by graying out the rest of the scene. This can help to clearly identify the sub-part and is useful for viewing parts that are partially or completely obscured.

Wireframe: Toggles between rendering polygons in wireframe mode and rendering filled polygons.

Field of View: Increases/Decreases the camera FOV using either the +/- buttons or the slider control.

Search Model



The Search toolbar provides a quick way to search for objects within the model. Use the **Alt + D** keyboard shortcut to place the cursor inside the toolbar and begin typing your search phrase. As you type, the Find Results pane will be populated with matching node and texture results. Single or double click a node result to select the object in the viewer and show its location in the scene graph tree. Click on a texture result to display the image and show its location in the texture pane.