

# **Open Inventor Nodes Quick Reference**

**Release 2.0**

## CONTRIBUTORS

Written by Josie Wernecke  
Edited by Elizabeth Deeth  
Engineering contributions by Paul Strauss

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This document provides reference information on Open Inventor nodes. It is especially useful as a quick reference for the Inventor file format. The following sections are included:

- A set of tables grouping node classes according to general usage
- A quick reference table for nodes

## 1 Node Classes by Category

The tables in this section group Inventor node classes according to usage. The categories are

- Shapes
- Properties
- Groups
- Lights
- Cameras
- Manipulators

**SoCallback** and **SoEventCallback**, general-purpose nodes, do not fall into any of these categories and are therefore not included in any table. **Boldface type** in the tables indicates an abstract base class.

SoCone	<b>SoNonIndexedShape</b>
SoCube	SoNurbsCurve
SoCylinder	SoNurbsSurface
SoFaceSet	SoPointSet
SoIndexedFaceSet	SoQuadMesh
SoIndexedLineSet	<b>SoShape</b>
SoIndexedNurbsCurve	SoSphere
SoIndexedNurbsSurface	SoText2
<b>SoIndexedShape</b>	SoText3
SoIndexedTriangleStripSet	SoTriangleStripSet
SoLineSet	<b>SoVertexShape</b>

**Table 1-1** Shape Node Classes

SoAntiSquish	<b>SoProfile</b>
SoBaseColor	SoProfileCoordinate2
SoColorIndex	SoProfileCoordinate3
SoComplexity	SoResetTransform
SoCoordinate3	SoRotation
SoCoordinate4	SoRotationXYZ
SoDrawStyle	SoRotor
SoEnvironment	SoScale
SoFont	SoShapeHints
SoInfo	SoShuttle
SoLabel	SoSurroundScale
SoLightModel	SoTexture2
SoLinearProfile	SoTexture2Transform
SoMaterial	SoTextureCoordinate2
SoMaterialBinding	SoTextureCoordinateBinding
SoMaterialIndex	SoTextureCoordinateDefault
SoMatrixTransform	SoTextureCoordinateEnvironment
SoNormal	<b>SoTextureCoordinateFunction</b>
SoNormalBinding	SoTextureCoordinatePlane
SoNurbsProfile	SoTransform
SoPackedColor	<b>SoTransformation</b>
SoPendulum	SoTranslation
SoPickStyle	SoUnits

**Table 1-2 Property Node Classes**

SoAnnotation	SoMultipleCopy
SoArray	SoPathSwitch
SoBlinker	SoSelection
SoClipPlane	SoSeparator
SoFile	SoSwitch
SoGroup	SoTransformSeparator
SoLevelOfDetail	

**Table 1-3 Group Node Classes**

SoDirectionalLight
<b>SoLight</b>
SoPointLight
SoSpotLight

**Table 1-4 Light Node Classes**

<b>SoCamera</b>
SoOrthographicCamera
SoPerspectiveCamera

**Table 1-5 Camera Node Classes**

SoCenterballManip	SoTabBoxManip
SoDirectionalLightManip	SoTrackballManip
SoHandleBoxManip	SoTransformBoxManip
SoJackManip	SoTransformManip
SoSpotlightManip	

**Table 1-6 Manipulator Classes**

## 2 Inventor Nodes/File Format Quick Reference

Node	Field	Default Value	Value Type	Value Range
<b>Annotation</b>	<i>Group node that delays rendering its children until all other nodes have been traversed</i>			
	renderCaching	AUTO	SoSFEnum	ON, OFF, AUTO
	boundingBoxCaching	AUTO	SoSFEnum	ON, OFF, AUTO
	renderCulling	AUTO	SoSFEnum	ON, OFF, AUTO
	pickCulling	AUTO	SoSFEnum	ON, OFF, AUTO
<b>AntiSquish</b>	<i>Transformation node that undoes non-uniform 3D scaling</i>			
	sizing	AVERAGE_– DIMENSION	SoSFEnum	AVERAGE_DIMENSION BIGGEST_DIMENSION SMALLEST_DIMENSION LONGEST_DIAGONAL
<b>Array</b>	<i>Group node that creates a regular IxJxK array of copies of children, separated in space by arbitrary 3D vectors</i>			
	numElements1	1	SoSFShort	> 0
	numElements2	1	SoSFShort	> 0
	numElements3	1	SoSFShort	> 0
	separation1	1 0 0	SoSFVec3f	any
	separation2	0 1 0	SoSFVec3f	any
	separation3	0 0 1	SoSFVec3f	any
	origin	FIRST	SoSFEnum	FIRST CENTER LAST
<b>BaseColor</b>	<i>Defines an object's base/diffuse color</i>			
	rgb	[ 0.8 0.8 0.8 ]	SoMFColor	0 – 1
<b>Blinker</b>	<i>Animated cycling switch node</i>			
	whichChild	-1	SoSFLong	-1 (SO_SWITCH_NONE) -2 (SO_SWITCH_– INHERIT) -3 (SO_SWITCH_ALL) or 0
	speed	1	SoSFFloat	any
	on	TRUE	SoSFBool	TRUE, FALSE
<b>Callback</b>	<i>Provides custom behavior during action traversal</i>			

**Table 2-1** Inventor Nodes/File Format Quick Reference

Node	Field	Default Value	Value Type	Value Range
<b>CenterballManip</b>	<i>Transform node with 3D interface for editing rotation and center</i>			
	translation	0 0 0	SoSFVec3f	any
	rotation	0 0 1 0	SoSFRotation	any
	scaleFactor	1 1 1	SoSFVec3f	> 0
	scaleOrientation	0 0 1 0	SoSFRotation	any
	center	0 0 0	SoSFVec3f	any
<b>ClipPlane</b>	<i>Specifies a plane against which all geometry is clipped</i>			
	plane	1 0 0 0	SoSFPlane	any
	on	TRUE	SoSFBool	TRUE, FALSE
<b>ColorIndex</b>	<i>Surface color index node</i>			
	index	[ 1 ]	SoMFLong	any valid color map index
<b>Complexity</b>	<i>Controls shape complexity</i>			
	type	OBJECT_SPACE	SoSFEnum	OBJECT_SPACE SCREEN_SPACE BOUNDING_BOX
	value	0.5	SoSFFloat	0 – 1
	textureQuality	0.5	SoSFFloat	0 – 1
<b>Cone</b>	<i>Represents a cone shape</i>			
	parts	ALL	SoSFBitMask	SIDES BOTTOM ALL
	bottomRadius	1	SoSFFloat	> 0
	height	2	SoSFFloat	> 0
<b>Coordinate3</b>	<i>Defines coordinates, vertices, or control points for shapes</i>			
	point	[ 0 0 0 ]	SoMFVec3f	any
<b>Coordinate4</b>	<i>Defines rational coordinates, vertices, or control points for shapes</i>			
	point	[ 0 0 0 1 ]	SoMFVec4f	any

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**



Node	Field	Default Value	Value Type	Value Range
<b>Cube</b>	<i>Represents a cube shape</i>			
	width	2	SoSFFloat	> 0
	height	2	SoSFFloat	> 0
	depth	2	SoSFFloat	> 0
<b>Cylinder</b>	<i>Represents a cylinder shape</i>			
	parts	ALL	SoSFBitMask	SIDES TOP BOTTOM ALL
	radius	1	SoSFFloat	> 0
	height	2	SoSFFloat	> 0
<b>DirectionalLight</b>	<i>Represents a directional light source</i>			
	on	TRUE	SoSFBool	TRUE, FALSE
	intensity	1	SoSFFloat	0 – 1
	color	1 1 1	SoSFColor	0 – 1
	direction	0 0 -1	SoSFVec3f	any unit vector
<b>DirectionalLight-Manip</b>	<i>Directional light node with 3D interface for editing direction</i>			
	on	TRUE	SoSFBool	TRUE, FALSE
	intensity	1	SoSFFloat	0 – 1
	color	1 1 1	SoSFColor	0 – 1
	direction	0 0 -1	SoSFVec3f	any unit vector
<b>DrawStyle</b>	<i>Defines a drawing style</i>			
	style	FILLED	SoSFEnum	FILLED LINES POINTS INVISIBLE
	pointSize	0	SoSFFloat	≥ 0
	lineWidth	0	SoSFFloat	≥ 0
	linePattern	0xffff	SoSFUShort	any

**Table 2-1** Inventor Nodes/File Format Quick Reference (continued)

Node	Field	Default Value	Value Type	Value Range
<b>Environment</b>	<i>Defines the global environment, including attributes for fog and ambient lighting</i>			
	ambientIntensity	0.2	SoSFFloat	0 – 1
	ambientColor	1 1 1	SoSFColor	0 – 1
	attenuation	0 0 1	SoSFVec3f	≥ 0
	fogType	NONE	SoSFEnum	NONE HAZE FOG SMOKE
	fogColor	1 1 1	SoSFColor	0 – 1
	fogVisibility	0	SoSFFloat	≥ 0
<b>EventCallback</b>	<i>Invokes callbacks for events</i>			
<b>FaceSet</b>	<i>Constructs faces from the current coordinates</i>			
	startIndex	0	SoSFLong	≥ 0
	numVertices	[ -1 ]	SoMFLong	-1 (SO_FACE_SET_USE_REST_OF_VERTICES) or ≥ 0
<b>File</b>	<i>Group node that reads children from a named file</i>			
	name	"<Undefined File>"	SoSFString	any
<b>Font</b>	<i>Defines the font type and size for all subsequent text shapes</i>			
	name	"defaultFont"	SoSFName	any
	size	10	SoSFFloat	> 0
<b>Group</b>	<i>Group node base class</i>			
<b>HandleBoxManip</b>	<i>Transform node with 3D interface for editing translation and scaleFactor</i>			
	translation	0 0 0	SoSFVec3f	any
	rotation	0 0 1 0	SoSFRotation	any
	scaleFactor	1 1 1	SoSFVec3f	> 0
	scaleOrientation	0 0 1 0	SoSFRotation	any
	center	0 0 0	SoSFVec3f	any

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**

Node	Field	Default Value	Value Type	Value Range
<b>IndexedFaceSet</b>	<i>Constructs a 3D shape by drawing its faces from an indexed list of vertices</i>			
	coordIndex	[ 0 ]	SoMFLong	-1 (SO_END_FACE_INDEX) or $\geq 0$
	materialIndex	[ -1 ]	SoMFLong	(see above)
	normalIndex	[ -1 ]	SoMFLong	(see above)
	textureCoordIndex	[ -1 ]	SoMFLong	(see above)
<b>IndexedLineSet</b>	<i>Constructs a 3D polyline shape from an indexed list of vertices</i>			
	coordIndex	[ 0 ]	SoMFLong	-1 (SO_END_LINE_INDEX) or $\geq 0$
	materialIndex	[ -1 ]	SoMFLong	(see above)
	normalIndex	[ -1 ]	SoMFLong	(see above)
	textureCoordIndex	[ -1 ]	SoMFLong	(see above)
<b>IndexedNurbs-Curve</b>	<i>NURBS curve shape node whose control points are indexed coordinates</i>			
	numControlPoints	0	SoSFLong	$\geq 0$
	coordIndex	[ 0 ]	SoMFLong	$\geq 0$
	knotVector	[ 0 ]	SoMFFloat	Refer to <i>The Inventor Mentor</i> , Ch. 8, for information on restrictions to knot vectors.
<b>IndexedNurbs-Surface</b>	<i>NURBS surface shape node whose control points are indexed coordinates</i>			
	numUControlPoints	0	SoSFLong	$\geq 0$
	numVControlPoints	0	SoSFLong	$\geq 0$
	numSControlPoints	0	SoSFLong	$\geq 0$
	numTControlPoints	0	SoSFLong	$\geq 0$
	coordIndex	[ 0 ]	SoMFLong	$\geq 0$
	uKnotVector	[ 0 ]	SoMFFloat	Refer to <i>The Inventor Mentor</i> , Ch. 8, for information on restrictions to knot vectors.
	vKnotVector	[ 0 ]	SoMFFloat	
	sKnotVector	[ 0 ]	SoMFFloat	
	tKnotVector	[ 0 ]	SoMFFloat	
	textureCoordIndex	[ -1 ]	SoMFLong	$\geq 0, -1$

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**

Node	Field	Default Value	Value Type	Value Range
<b>IndexedTriangleStripSet</b>	<i>Indexed triangle strip set shape node</i>			
	coordIndex	[ 0 ]	SoMFLong	-1 (SO_END_MESH_INDEX) or $\geq 0$
	materialIndex	[ -1 ]	SoMFLong	(see above)
	normalIndex	[ -1 ]	SoMFLong	(see above)
	textureCoordIndex	[ -1 ]	SoMFLong	(see above)
<b>Info</b>	<i>Contains an information text string</i>			
	string	"<Undefined info>"	SoSFString	any
<b>JackManip</b>	<i>Transform node with 3D interface for editing translation, rotation, and scaleFactor</i>			
	translation	0 0 0	SoSFVec3f	any
	rotation	0 0 1 0	SoSFRotation	any
	scaleFactor	1 1 1	SoSFVec3f	$> 0$
	scaleOrientation	0 0 1 0	SoSFRotation	any
	center	0 0 0	SoSFVec3f	any
<b>Label</b>	<i>Contains a label text string</i>			
	label	"<Undefined label>"	SoSFName	any
<b>LevelOfDetail</b>	<i>Group node that allows switching between various levels of detail</i>			
	screenArea	[ 0 ]	SoMFloat	$\geq 0$
<b>LightModel</b>	<i>Defines the lighting model to use when rendering</i>			
	model	PHONG	SoSFEnum	BASE_COLOR, PHONG
<b>LinearProfile</b>	<i>Piecewise linear profile curve</i>			
	index	[ 0 ]	SoMFLong	$\geq 0$
	linkage	START_FIRST	SoSFEnum	START_FIRST START_NEW ADD_TO_CURRENT

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**

Node	Field	Default Value	Value Type	Value Range
<b>LineSet</b>	<i>Constructs polylines from the current coordinates</i>			
	startIndex	0	SoSFLong	≥ 0
	numVertices	[ -1 ]	SoMFLong	-1 (SO_LINE_SET_USE_REST_OF_VERTICES) or ≥ 0
<b>Material</b>	<i>Surface material node</i>			
	ambientColor	[ 0.2 0.2 0.2 ]	SoMFColor	0 – 1
	diffuseColor	[ 0.8 0.8 0.8 ]	SoMFColor	0 – 1
	specularColor	[ 0 0 0 ]	SoMFColor	0 – 1
	emissiveColor	[ 0 0 0 ]	SoMFColor	0 – 1
	shininess	[ 0.2 ]	SoMFFloat	0 – 1
	transparency	[ 0 ]	SoMFFloat	0 – 1
<b>MaterialBinding</b>	<i>Specifies how materials are bound to shapes</i>			
	value	DEFAULT	SoSFEnum	DEFAULT OVERALL PER_PART PER_PART_INDEXED PER_FACE PER_FACE_INDEXED PER_VERTEX PER_VERTEX_INDEXED
<b>MaterialIndex</b>	<i>Surface material node for color index mode</i>			
	ambientIndex	[ 1 ]	SoMFLong	any valid color map index
	diffuseIndex	[ 2 ]	SoMFLong	any valid color map index
	specularIndex	[ 3 ]	SoMFLong	any valid color map index
	shininess	[ 0.2 ]	SoMFFloat	0 – 1
	transparency	[ 0 ]	SoMFFloat	0 – 1
<b>MatrixTransform</b>	<i>Specifies a 3D geometric transformation as a matrix</i>			
	matrix	1 0 0 0 1 0 0 0 1 0 0 0 1	SoSFMatrix	any non-singular matrix

**Table 2-1** Inventor Nodes/File Format Quick Reference (continued)

Node	Field	Default Value	Value Type	Value Range
<b>MultipleCopy</b>	<i>Group node that traverses its children multiple times, applying a different transformation matrix each time</i>			
	matrix	[ 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1 ]	SoMFMatrix	any non-singular matrix
<b>Normal</b>	<i>Defines surface normals for shapes</i>			
	vector	[ 0 0 1 ]	SoMFVec3f	any unit vector
<b>NormalBinding</b>	<i>Specifies how surface normals are bound to shapes</i>			
	value	DEFAULT	SoSFEnum	DEFAULT OVERALL PER_PART PER_PART_INDEXED PER_FACE PER_FACE_INDEXED PER_VERTEX PER_VERTEX_INDEXED
<b>NurbsCurve</b>	<i>NURBS curve shape node</i>			
	numControlPoints	0	SoSFLong	≥ 0
	knotVector	[ 0 ]	SoMFFloat	Refer to <i>The Inventor Mentor</i> , Ch. 8, for information on restrictions to knot vectors.
<b>NurbsProfile</b>	<i>NURBS profile curve</i>			
	index	[ 0 ]	SoMFLong	≥ 0
	linkage	START_FIRST	SoSFEnum	START_FIRST START_NEW ADD_TO_CURRENT

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**

Node	Field	Default Value	Value Type	Value Range
NurbsSurface	NURBS surface shape node			
	numUControlPoints	0	SoSFLong	≥ 0
	numVControlPoints	0	SoSFLong	≥ 0
	numSControlPoints	0	SoSFLong	≥ 0
	numTControlPoints	0	SoSFLong	≥ 0
	uKnotVector	[ 0 ]	SoMFFloat	Refer to <i>The Inventor Mentor</i> , Ch. 8, for information on restrictions to knot vectors.
	vKnotVector	[ 0 ]	SoMFFloat	
	sKnotVector	[ 0 ]	SoMFFloat	
	tKnotVector	[ 0 ]	SoMFFloat	
Orthographic-Camera	Defines an orthographic camera			
	viewportMapping	ADJUST_CAMERA	SoSFEnum	CROP_VIEWPORT_FILL_FRAME CROP_VIEWPORT_LINE_FRAME CROP_VIEWPORT_NO_FRAME ADJUST_CAMERA LEAVE_ALONE
	position	0 0 1	SoSFVec3f	any
	orientation	0 0 1 0	SoSFRotation	any
	aspectRatio	1	SoSFFloat	> 0
	nearDistance	1	SoSFFloat	any
	farDistance	10	SoSFFloat	> nearDistance
	focalDistance	5	SoSFFloat	> 0
	height	2	SoSFFloat	> 0
PackedColor	Defines an object's base color using packed colors			
	rgba	[ 0xffccccc ]	SoMFULong	any
PathSwitch	Group node that traverses only the child that matches a path field			
	path	NULL	SoSFPath	any

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**

Node	Field	Default Value	Value Type	Value Range
<b>Pendulum</b>	<i>Animated oscillating rotation node</i>			
	rotation	0 0 1 0	SoSFRotation	any
	rotation0	0 0 1 0	SoSFRotation	any
	rotation1	0 0 1 0	SoSFRotation	any
	speed	1	SoSFFloat	any
	on	TRUE	SoSFBool	TRUE, FALSE
<b>PerspectiveCamera</b>	<i>Defines a perspective camera node</i>			
	viewportMapping	ADJUST_CAMERA	SoSFEnum	CROP_VIEWPORT_– FILL_FRAME CROP_VIEWPORT_– LINE_FRAME CROP_VIEWPORT_– NO_FRAME ADJUST_CAMERA LEAVE_ALONE
	position	0 0 1	SoSFVec3f	any
	orientation	0 0 1 0	SoSFRotation	any
	aspectRatio	1	SoSFFloat	> 0
	nearDistance	1	SoSFFloat	any
	farDistance	10	SoSFFloat	> nearDistance
	focalDistance	5	SoSFFloat	any
	heightAngle	0.785398 ( $\pi/4$ )	SoSFFloat	> 0 , < $\pi$
<b>PickStyle</b>	<i>Defines a picking style</i>			
	style	SHAPE	SoSFEnum	SHAPE BOUNDING_BOX UNPICKABLE
<b>PointLight</b>	<i>Represents a point light source</i>			
	on	TRUE	SoSFBool	TRUE, FALSE
	intensity	1	SoSFFloat	0 – 1
	color	1 1 1	SoSFColor	0 – 1
	location	0 0 1	SoSFVec3f	any
<b>PointSet</b>	<i>Shape node that creates points at the current coordinates</i>			
	startIndex	0	SoSFLong	$\geq 0$
	numPoints	-1	SoSFLong	-1 (SO_POINT_SET_– USE_REST_OF_– VERTICES) or $\geq 0$

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**



Node	Field	Default Value	Value Type	Value Range
<b>ProfileCoordinate2</b>	<i>Nonrational profile coordinate node</i>			
	point	[ 0 0 ]	SoMFVec2f	any
<b>ProfileCoordinate3</b>	<i>Rational profile coordinate node</i>			
	point	[ 0 0 1 ]	SoMFVec3f	any
<b>QuadMesh</b>	<i>Quadrilateral mesh shape node</i>			
	startIndex	0	SoSFLong	≥ 0
	verticesPerColumn	1	SoSFLong	≥ 1
	verticesPerRow	1	SoSFLong	≥ 1
<b>ResetTransform</b>	<i>Resets the current transformation to identity; resets the current bounding box to empty</i>			
	whatToReset	TRANSFORM	SoSFBitMask	TRANSFORM, BBOX
<b>Rotation</b>	<i>Represents a 3D rotation about an arbitrary axis</i>			
	rotation	0 0 1 0	SoSFRotation	any
<b>RotationXYZ</b>	<i>Represents a 3D rotation about the x axis, y axis, or z axis</i>			
	axis	X	SoSFEnum	X Y Z
	angle	0	SoSFFloat	any
<b>Rotor</b>	<i>Animated rotation node</i>			
	rotation	0 0 1 0	SoSFRotation	any
	speed	1	SoSFFloat	any
	on	TRUE	SoSFBool	TRUE, FALSE
<b>Scale</b>	<i>Represents a 3D geometric scale</i>			
	scaleFactor	1 1 1	SoSFVec3f	> 0

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**

Node	Field	Default Value	Value Type	Value Range
<b>Selection</b>	<i>Manages a list of selected objects</i>			
	renderCaching	AUTO	SoSFEnum	ON, OFF, AUTO
	boundingBoxCaching	AUTO	SoSFEnum	ON, OFF, AUTO
	renderCulling	AUTO	SoSFEnum	ON, OFF, AUTO
	pickCulling	AUTO	SoSFEnum	ON, OFF, AUTO
	policy	SHIFT	SoSFEnum	SINGLE, TOGGLE, SHIFT
<b>Separator</b>	<i>Group node that saves and restores traversal state</i>			
	renderCaching	AUTO	SoSFEnum	ON, OFF, AUTO
	boundingBoxCaching	AUTO	SoSFEnum	ON, OFF, AUTO
	renderCulling	AUTO	SoSFEnum	ON, OFF, AUTO
	pickCulling	AUTO	SoSFEnum	ON, OFF, AUTO
<b>ShapeHints</b>	<i>Provides hints about subsequent shapes</i>			
	vertexOrdering	UNKNOWN_ ORDERING	SoSFEnum	UNKNOWN_ ORDERING CLOCKWISE COUNTERCLOCKWISE
	shapeType	UNKNOWN_ SHAPE_TYPE	SoSFEnum	UNKNOWN_SHAPE_ TYPE, SOLID
	faceType	CONVEX	SoSFEnum	UNKNOWN_FACE_ TYPE, CONVEX
	creaseAngle	0.5	SoSFFloat	any
<b>Shuttle</b>	<i>Animated oscillating translation node</i>			
	translation	0 0 0	SoSFVec3f	any
	translation0	0 0 0	SoSFVec3f	any
	translation1	0 0 0	SoSFVec3f	any
	speed	1	SoSFFloat	any
	on	TRUE	SoSFBool	TRUE, FALSE
<b>Sphere</b>	<i>Represents a sphere shape</i>			
	radius	1	SoSFFloat	> 0

**Table 2-1** Inventor Nodes/File Format Quick Reference (continued)

Node	Field	Default Value	Value Type	Value Range
<b>SpotLight</b>	<i>Represents a spotlight source</i>			
	on	TRUE	SoSFBool	TRUE, FALSE
	intensity	1	SoSFFloat	0 – 1
	color	1 1 1	SoSFColor	0 – 1
	location	0 0 1	SoSFVec3f	any
	direction	0 0 -1	SoSFVec3f	any unit vector
	dropOffRate	0	SoSFFloat	0 – 1
	cutOffAngle	0.785398 ( $\pi/4$ )	SoSFFloat	0 – $\pi$
<b>SpotLightManip</b>	<i>Spot light node with 3D interface for editing location, direction, and cutOffAngle</i>			
	on	TRUE	SoSFBool	TRUE, FALSE
	intensity	1	SoSFFloat	0 – 1
	color	1 1 1	SoSFColor	0 – 1
	location	0 0 1	SoSFVec3f	any
	direction	0 0 -1	SoSFVec3f	any unit vector
	dropOffRate	0	SoSFFloat	0 – 1
	cutOffAngle	0.785398 ( $\pi/4$ )	SoSFFloat	0 – $\pi$
<b>SurroundScale</b>	<i>Adjusts the current matrix so a default cube will surround other objects</i>			
	numNodesUpTo– Container	0	SoSFLong	any non-negative integer
	numNodesUpToReset	0	SoSFLong	any non-negative integer
<b>Switch</b>	<i>Group node that traverses one chosen child</i>			
	whichChild	-1	SoSFLong	-1 (SO_SWITCH_NONE) -2 (SO_SWITCH_– INHERIT) -3 (SO_SWITCH_ALL) or $\geq 0$
<b>TabBoxManip</b>	<i>Transform node with 3D interface for editing translation and scaleFactor</i>			
	translation	0 0 0	SoSFVec3f	any
	rotation	0 0 1 0	SoSFRotation	any
	scaleFactor	1 1 1	SoSFVec3f	> 0
	scaleOrientation	0 0 1 0	SoSFRotation	any
	center	0 0 0	SoSFVec3f	any

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**

Node	Field	Default Value	Value Type	Value Range
<b>Text2</b>	<i>Screen-aligned 2D text node</i>			
	string	[ "" ]	SoMFString	any
	spacing	1	SoSFFloat	any
	justification	LEFT	SoSFEnum	LEFT RIGHT CENTER
<b>Text3</b>	<i>3D text node</i>			
	string	[ "" ]	SoMFString	any
	spacing	1	SoSFFloat	any
	justification	LEFT	SoSFEnum	LEFT RIGHT CENTER
	parts	FRONT	SoSFBitMask	SIDES FRONT BACK ALL
<b>Texture2</b>	<i>Texture map node</i>			
	filename	""	SoSFString	any
	image	0 0 0	SoSFImage	any
	wrapS	REPEAT	SoSFEnum	REPEAT CLAMP
	wrapT	REPEAT	SoSFEnum	REPEAT CLAMP
	model	MODULATE	SoSFEnum	MODULATE DECAL BLEND
	blendColor	0 0 0	SoSFColor	0 – 1
<b>Texture2Transform</b>	<i>2D texture transformation node</i>			
	translation	0 0	SoSFVec2f	any
	rotation	0	SoSFFloat	any
	scaleFactor	1 1	SoSFVec2f	> 0
	center	0 0	SoSFVec2f	any
<b>TextureCoordinate2</b>	<i>Defines 2D texture coordinates</i>			
	point	[ 0 0 ]	SoMFVec2f	any

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**

Node	Field	Default Value	Value Type	Value Range
<b>TextureCoordinate-Binding</b>	<i>Specifies how texture coordinates are bound to shapes</i>			
	value	DEFAULT	SoSFEnum	DEFAULT PER_VERTEX PER_VERTEX_INDEXED
<b>TextureCoordinate-Default</b>	<i>Removes texture coordinates from state</i>			
<b>TextureCoordinate-Environment</b>	<i>Specifies texture coordinates by projection from an environment</i>			
	coord	ALL	SoSFEnum	S T ALL
<b>TextureCoordinate-Plane</b>	<i>Specifies texture coordinates by projection from a plane</i>			
	directionS	1 0 0	SoSFVec3f	any
	directionT	0 1 0	SoSFVec3f	any
<b>TrackballManip</b>	<i>Transform node with 3D interface for editing translation, rotation, and scaleFactor</i>			
	translation	0 0 0	SoSFVec3f	any
	rotation	0 0 1 0	SoSFRotation	any
	scaleFactor	1 1 1	SoSFVec3f	> 0
	scaleOrientation	0 0 1 0	SoSFRotation	any
	center	0 0 0	SoSFVec3f	any
<b>Transform</b>	<i>Represents a 3D geometric transformation</i>			
	translation	0 0 0	SoSFVec3f	any
	rotation	0 0 1 0	SoSFRotation	any
	scaleFactor	1 1 1	SoSFVec3f	> 0
	scaleOrientation	0 0 1 0	SoSFRotation	any
	center	0 0 0	SoSFVec3f	any
<b>TransformBox-Manip</b>	<i>Transform node with 3D interface for editing translation, rotation, and scaleFactor</i>			
	translation	0 0 0	SoSFVec3f	any
	rotation	0 0 1 0	SoSFRotation	any
	scaleFactor	1 1 1	SoSFVec3f	> 0
	scaleOrientation	0 0 1 0	SoSFRotation	any
	center	0 0 0	SoSFVec3f	any

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**

Node	Field	Default Value	Value Type	Value Range
<b>TransformManip</b>	<i>Base class for all transform nodes with built-in 3D user interface</i>			
	translation	0 0 0	SoSFVec3f	any
	rotation	0 0 1 0	SoSFRotation	any
	scaleFactor	1 1 1	SoSFVec3f	> 0
	scaleOrientation	0 0 1 0	SoSFRotation	any
	center	0 0 0	SoSFVec3f	any
<b>TransformSeparator</b>	<i>Group node that saves and restores transformation state</i>			
<b>Translation</b>	<i>Represents a 3D geometric translation</i>			
	translation	0 0 0	SoSFVec3f	any
<b>TriangleStripSet</b>	<i>Constructs strips of triangular faces from the current coordinates</i>			
	startIndex	0	SoSFLong	≥ 0
	numVertices	[ -1 ]	SoMFLong	-1 (SO_TRI_STRIP_– SET_USE_REST_OF_– VERTICES) or ≥ 0
<b>Units</b>	<i>Scales to convert units of length</i>			
	units	METERS	SoSFEnum	METERS CENTIMETERS MILLIMETERS MICROMETERS MICRONS NANOMETERS ANGSTROMS KILOMETERS FEET INCHES POINTS YARDS MILES NAUTICAL_MILES

**Table 2-1 Inventor Nodes/File Format Quick Reference (continued)**