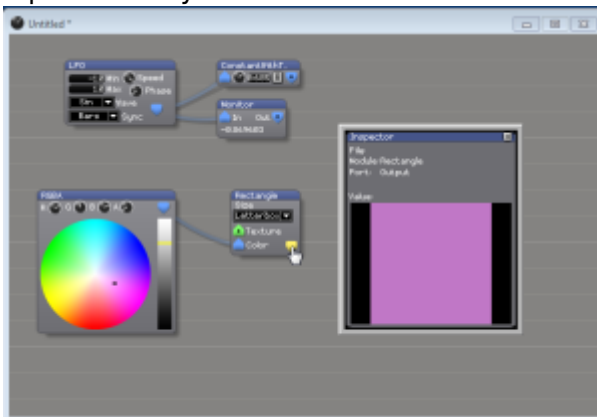


Ai/Specifics

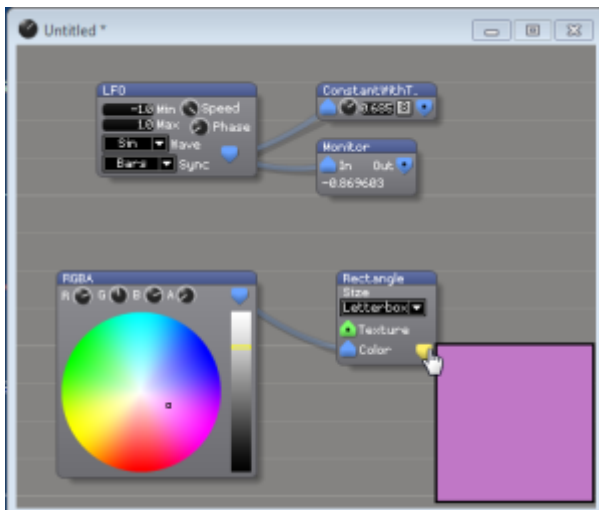
Debugging/Tracing the Signal

There are some helpers to let you find how your signal is being modified, and which values exactly are spit out from a module:

- from the Ai titlebar select View/Inspector. This opens a little window which displays the value in a port where you hover the mouse



- hold Shift pressed and over the mouse over the port you wish to inspect (this works only if the inspector window is closed). A small box appears at the mouse pointer, showing the value or the texture



- for numeric values, insert a **Monitor** module. Note that this updates only if the output is connected and used.
- for numeric values, insert a **ConstantWithText** module and change its skin to **InOutWithOverride**. Note that this updates only if the output is connected and used.

From:
<https://www.avosupport.de/wiki/> - AVOSUPPORT

Permanent link:
<https://www.avosupport.de/wiki/ai/specifics/signaltracing>

Last update: **2018/10/15 08:48**

