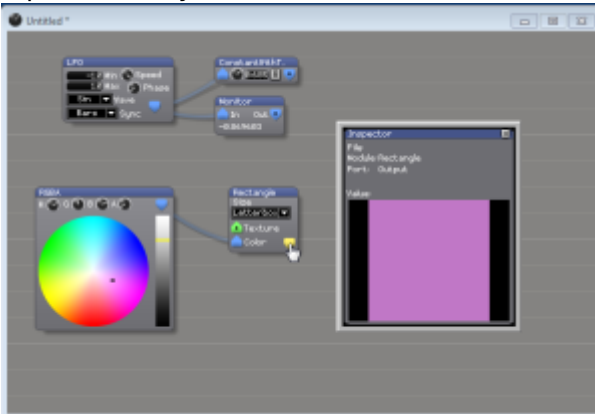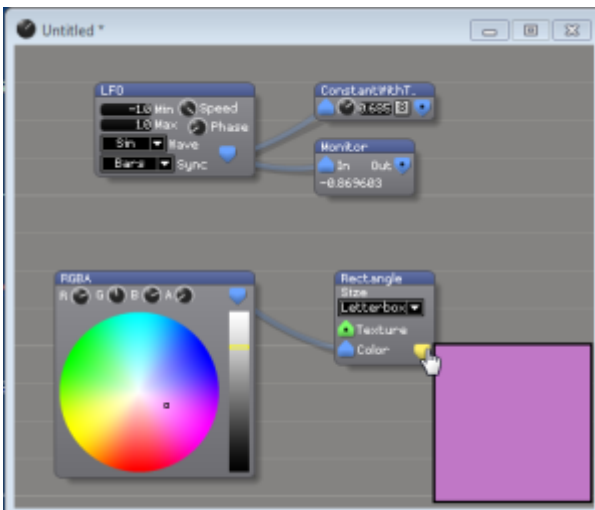Ai/Specifics

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 `InOutWithOveride`. Note that this updates only if the output is connected and used.