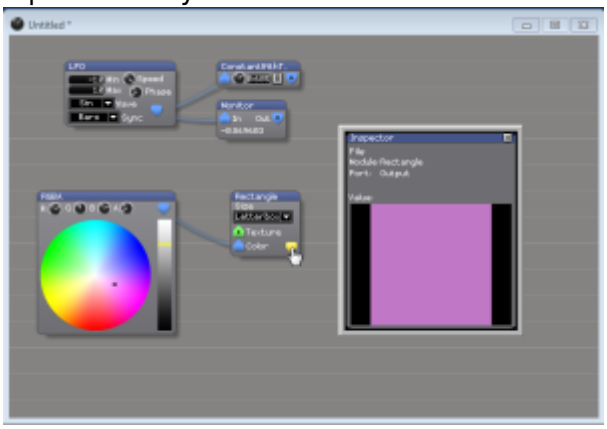
Ai/Specifics

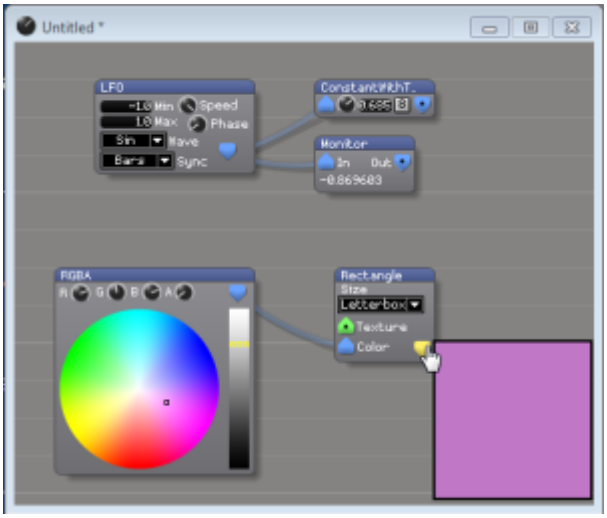
Debugging/Tracing the Signal

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.

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