

# X3D4 Node Inventory Comparison

## X3D4 Players and Tools Coverage

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X3D Architecture 4.0 additions highlighted in yellow

## External References

websites

- 6 [Web3D Consortium](#)
- 7 [X3D4 Highlights](#)
- 8 [X3D4 Overview](#)
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Maintained at <https://www.web3d.org/specifications>

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	X_ITE Player v8.4.4	FreeWRL v5.1	view3dscene (Castle Game Engine) v6.4	X3DOM Player v1.8.1	InstantPlayer	Xj3D Player 2.1	X3D-Edit Authoring Tool 4.0
	Supported Nodes	Conformance	Standard X3D Nodes	Nodes Index	Node Types	Xj3D viewer: NPS source	X3D-Edit home
AcousticProperties							AcousticProperties
Analyser							
Anchor	Anchor	Anchor	Anchor	Anchor	Anchor	Anchor	Anchor
Appearance	Appearance	Appearance	Appearance	Appearance	Appearance	Appearance	Appearance
Arc2D	Arc2D	Arc2D	Arc2D	Arc2D	Arc2D	Arc2D	Arc2D
ArcClose2D	ArcClose2D	ArcClose2D	ArcClose2D	ArcClose2D	ArcClose2D	ArcClose2D	ArcClose2D
AudioClip	AudioClip	AudioClip	AudioClip	AudioClip	AudioClip	AudioClip	AudioClip
AudioDestination							
Background	Background	Background	Background	Background	Background	Background	Background
BallJoint	BallJoint	BallJoint	BallJoint	BallJoint	BallJoint	BallJoint	BallJoint
Billboard	Billboard	Billboard	Billboard	Billboard	Billboard	Billboard	Billboard
BiquadFilter							
BlendedVolumeStyle	BlendedVolumeStyle	BlendedVolumeStyle		BlendedVolumeStyle			BlendedVolumeStyle
BooleanFilter	BooleanFilter	BooleanFilter	BooleanFilter	BooleanFilter	BooleanFilter	BooleanFilter	BooleanFilter
BooleanSequencer	BooleanSequencer	BooleanSequencer	BooleanSequencer	BooleanSequencer	BooleanSequencer	BooleanSequencer	BooleanSequencer
BooleanToggle	BooleanToggle	BooleanToggle	BooleanToggle	BooleanToggle	BooleanToggle	BooleanToggle	BooleanToggle
BooleanTrigger	BooleanTrigger	BooleanTrigger	BooleanTrigger	BooleanTrigger	BooleanTrigger	BooleanTrigger	BooleanTrigger
BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle		BoundaryEnhancementVolumeStyle			BoundaryEnhancementVolumeStyle
BoundedPhysicsModel	BoundedPhysicsModel	BoundedPhysicsModel					
Box	Box	Box	Box	Box	Box	Box	Box
BufferAudioSource							
CADAssembly	CADAssembly	CADAssembly	CADAssembly	CADAssembly	CADAssembly	CADAssembly	CADAssembly
CADFace	CADFace	CADFace	CADFace	CADFace	CADFace	CADFace	CADFace
CADLayer	CADLayer	CADLayer	CADLayer	CADLayer	CADLayer	CADLayer	CADLayer
CADPart	CADPart	CADPart	CADPart	CADPart	CADPart	CADPart	CADPart
CartoonVolumeStyle	CartoonVolumeStyle	CartoonVolumeStyle		CartoonVolumeStyle			CartoonVolumeStyle
ChannelMerger							
ChannelSelector							
ChannelSplitter							
Circle2D	Circle2D	Circle2D	Circle2D	Circle2D	Circle2D	Circle2D	Circle2D
ClipPlane	ClipPlane	ClipPlane	ClipPlane	ClipPlane	ClipPlane	ClipPlane	ClipPlane
CollidableOffset	CollidableOffset	CollidableOffset				CollidableOffset	CollidableOffset
CollidableShape	CollidableShape	CollidableShape		CollidableShape		CollidableShape	CollidableShape
Collision	Collision	Collision	Collision	Collision	Collision	Collision	Collision
CollisionCollection	CollisionCollection	CollisionCollection		CollisionCollection		CollisionCollection	CollisionCollection
CollisionSensor	CollisionSensor	CollisionSensor		CollisionSensor		CollisionSensor	CollisionSensor
CollisionSpace	CollisionSpace	CollisionSpace				CollisionSpace	CollisionSpace
Color	Color	Color	Color	Color	Color	Color	Color
ColorChaser	ColorChaser	ColorChaser		ColorChaser	ColorChaser		ColorChaser
ColorDamper	ColorDamper	ColorDamper		ColorDamper	ColorDamper		ColorDamper
ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator
ColorRGBA	ColorRGBA	ColorRGBA	ColorRGBA	ColorRGBA	ColorRGBA	ColorRGBA	ColorRGBA
component	component	component	component	component	component	component	component
ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture
ComposedShader	ComposedShader	ComposedShader	ComposedShader	ComposedShader	ComposedShader	ComposedShader	ComposedShader
ComposedTexture3D	ComposedTexture3D	ComposedTexture3D	ComposedTexture3D	ComposedTexture3D	ComposedTexture3D	ComposedTexture3D	ComposedTexture3D
ComposedVolumeStyle	ComposedVolumeStyle	ComposedVolumeStyle		ComposedVolumeStyle			ComposedVolumeStyle
Cone	Cone	Cone	Cone	Cone	Cone	Cone	Cone
ConeEmitter	ConeEmitter	ConeEmitter					
connect	connect		connect	* required for X3D Immersive Profile	connect	connect	connect
Contact	Contact	Contact				Contact	Contact
Contour2D	Contour2D	Contour2D		Contour2D	Contour2D	Contour2D	Contour2D
ContourPolyline2D	ContourPolyline2D	ContourPolyline2D		ContourPolyline2D	ContourPolyline2D	ContourPolyline2D	ContourPolyline2D
Convolver							
Coordinate	Coordinate	Coordinate	Coordinate	Coordinate	Coordinate	Coordinate	Coordinate
CoordinateChaser	CoordinateChaser	CoordinateChaser			CoordinateChaser		
CoordinateDamper	CoordinateDamper	CoordinateDamper		CoordinateDamper	CoordinateDamper		CoordinateDamper
CoordinateDouble	CoordinateDouble	CoordinateDouble	* missing, suggested for HTML5	CoordinateDouble	CoordinateDouble	* missing, suggested for HTML5	CoordinateDouble
CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator
CoordinateInterpolator2D	CoordinateInterpolator2D	CoordinateInterpolator2D	CoordinateInterpolator2D	* missing, suggested for HTML5	CoordinateInterpolator2D	CoordinateInterpolator2D	CoordinateInterpolator2D
Cylinder	Cylinder	Cylinder	Cylinder	Cylinder	Cylinder	Cylinder	Cylinder
CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor
Delay							
DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight
DISEntityManager						DISEntityManager	DISEntityManager
DISEntityTypeMapping						DISEntityTypeMapping	DISEntityTypeMapping
Disk2D	Disk2D	Disk2D		Disk2D	Disk2D	Disk2D	Disk2D
DoubleAxisHingeJoint	DoubleAxisHingeJoint	DoubleAxisHingeJoint		DoubleAxisHingeJoint		DoubleAxisHingeJoint	DoubleAxisHingeJoint
DynamicsCompressor							
EaseInEaseOut	EaseInEaseOut	EaseInEaseOut			EaseInEaseOut		
EdgeEnhancementVolumeStyle	EdgeEnhancementVolumeStyle	EdgeEnhancementVolumeStyle		EdgeEnhancementVolumeStyle			EdgeEnhancementVolumeStyle
ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid
EspduTransform						EspduTransform	EspduTransform
ExplosionEmitter	ExplosionEmitter	ExplosionEmitter				ExplosionEmitter	3-Sep-17
EXPORT	EXPORT	EXPORT	EXPORT	* required for X3D Immersive Profile	* required for X3D Immersive Profile	* required for X3D Immersive Profile	EXPORT

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ExternProtoDeclare	ExternProtoDeclare	ExternProtoDeclare	ExternProtoDeclare	* required for X3D Immersive Profile	ExternProtoDeclare	ExternProtoDeclare	ExternProtoDeclare
Extrusion	Extrusion	Extrusion	Extrusion	Extrusion	Extrusion	Extrusion	Extrusion
field	field	field	field	field	field	field	field
fieldValue	fieldValue	fieldValue	fieldValue	* missing, suggested for HTML5	fieldValue	fieldValue	fieldValue
FillProperties	FillProperties	FillProperties	* missing, suggested for HTML5	* missing, suggested for HTML5	FillProperties	* missing, suggested for HTML5	FillProperties
FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute
Fog	Fog	Fog	Fog	Fog	Fog	Fog	Fog
FogCoordinate	FogCoordinate	FogCoordinate	FogCoordinate	FogCoordinate	FogCoordinate	FogCoordinate	FogCoordinate
FontStyle	FontStyle	FontStyle	FontStyle	FontStyle	FontStyle	FontStyle	FontStyle
ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel
Gain	Gain	Gain	Gain	Gain	Gain	Gain	Gain
GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture
GeoCoordinate	GeoCoordinate	GeoCoordinate	* missing, suggested for HTML5	GeoCoordinate	GeoCoordinate	GeoCoordinate	GeoCoordinate
GeoElevationGrid	GeoElevationGrid	GeoElevationGrid	* missing, suggested for HTML5	GeoElevationGrid	GeoElevationGrid	GeoElevationGrid	GeoElevationGrid
GeoLocation	GeoLocation	GeoLocation	* missing, suggested for HTML5	GeoLocation	GeoLocation	GeoLocation	GeoLocation
GeoLOD	GeoLOD	GeoLOD	* missing, suggested for HTML5	GeoLOD	GeoLOD	GeoLOD	GeoLOD
GeoMetadata	GeoMetadata	GeoMetadata	* missing, suggested for HTML5	GeoMetadata	GeoMetadata	GeoMetadata	GeoMetadata
GeoOrigin	GeoOrigin	GeoOrigin	* missing, suggested for HTML5	GeoOrigin	GeoOrigin	GeoOrigin	GeoOrigin
GeoPositionInterpolator	GeoPositionInterpolator	GeoPositionInterpolator	* missing, suggested for HTML5	GeoPositionInterpolator	GeoPositionInterpolator	GeoPositionInterpolator	GeoPositionInterpolator
GeoProximitySensor	GeoProximitySensor	GeoProximitySensor	* missing, suggested for HTML5	* missing, suggested for HTML5	GeoProximitySensor	* missing, suggested for HTML5	GeoProximitySensor
GeoTouchSensor	GeoTouchSensor	GeoTouchSensor	* missing, suggested for HTML5	* missing, suggested for HTML5	GeoTouchSensor	GeoTouchSensor	GeoTouchSensor
GeoTransform	GeoTransform	GeoTransform	* missing, suggested for HTML5	GeoTransform	GeoTransform	GeoTransform	GeoTransform
GeoViewpoint	GeoViewpoint	GeoViewpoint	* missing, suggested for HTML5	GeoViewpoint	GeoViewpoint	GeoViewpoint	GeoViewpoint
Group	Group	Group	Group	Group	Group	Group	Group
HAnimDisplacer	HAnimDisplacer	HAnimDisplacer	HAnimDisplacer	HAnimDisplacer	HAnimDisplacer	HAnimDisplacer	HAnimDisplacer
HAnimHumanoid	HAnimHumanoid	HAnimHumanoid	HAnimHumanoid	HAnimHumanoid	HAnimHumanoid	HAnimHumanoid	HAnimHumanoid
HAnimJoint	HAnimJoint	HAnimJoint	HAnimJoint	HAnimJoint	HAnimJoint	HAnimJoint	HAnimJoint
HAnimMotion	HAnimMotion	HAnimMotion	HAnimMotion	HAnimMotion	HAnimMotion	HAnimMotion	HAnimMotion
HAnimSegment	HAnimSegment	HAnimSegment	HAnimSegment	HAnimSegment	HAnimSegment	HAnimSegment	HAnimSegment
HAnimSite	HAnimSite	HAnimSite	HAnimSite	HAnimSite	HAnimSite	HAnimSite	HAnimSite
head	head	head	head	head	head	head	head
ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture
ImageTexture	ImageTexture	ImageTexture	ImageTexture	ImageTexture	ImageTexture	ImageTexture	ImageTexture
ImageTexture3D	ImageTexture3D	ImageTexture3D	ImageTexture3D	ImageTexture3D	ImageTexture3D	ImageTexture3D	ImageTexture3D
IMPORT	IMPORT	IMPORT	IMPORT	* required for X3D Immersive Profile	* required for X3D Immersive Profile	* required for X3D Immersive Profile	IMPORT
IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet
IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet
IndexedQuadSet	IndexedQuadSet	IndexedQuadSet	IndexedQuadSet	IndexedQuadSet	IndexedQuadSet	IndexedQuadSet	IndexedQuadSet
IndexedTriangleFanSet	IndexedTriangleFanSet	IndexedTriangleFanSet	IndexedTriangleFanSet	* missing, suggested for HTML5	IndexedTriangleFanSet	IndexedTriangleFanSet	IndexedTriangleFanSet
IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet
IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet
Inline	Inline	Inline	Inline	Inline	Inline	Inline	Inline
IntegerSequencer	IntegerSequencer	IntegerSequencer	IntegerSequencer	IntegerSequencer	IntegerSequencer	IntegerSequencer	IntegerSequencer
IntegerTrigger	IntegerTrigger	IntegerTrigger	IntegerTrigger	IntegerTrigger	IntegerTrigger	IntegerTrigger	IntegerTrigger
IS	IS	IS	IS	* required for X3D Immersive Profile	IS	IS	IS
IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData
KeySensor	KeySensor	KeySensor	KeySensor	* missing, suggested for HTML5	KeySensor	KeySensor	KeySensor
Layer	Layer	Layer	Layer	Layer	Layer	Layer	Layer
LayerSet	LayerSet	LayerSet	LayerSet	LayerSet	LayerSet	LayerSet	LayerSet
Layout	Layout	Layout	Layout	Layout	Layout	Layout	Layout
LayoutGroup	LayoutGroup	LayoutGroup	LayoutGroup	LayoutGroup	LayoutGroup	LayoutGroup	LayoutGroup
LayoutLayer	LayoutLayer	LayoutLayer	LayoutLayer	LayoutLayer	LayoutLayer	LayoutLayer	LayoutLayer
LinePickSensor	LinePickSensor	LinePickSensor	LinePickSensor	LinePickSensor	LinePickSensor	LinePickSensor	LinePickSensor
LineProperties	LineProperties	LineProperties	LineProperties	LineProperties	LineProperties	LineProperties	LineProperties
LineSet	LineSet	LineSet	LineSet	LineSet	LineSet	LineSet	LineSet
ListenerPointSource	ListenerPointSource	ListenerPointSource	ListenerPointSource	ListenerPointSource	ListenerPointSource	ListenerPointSource	ListenerPointSource
LoadSensor	LoadSensor	LoadSensor	* missing, suggested for HTML5	* missing, suggested for HTML5	LoadSensor	LoadSensor	LoadSensor
LocalFog	LocalFog	LocalFog	LocalFog	LocalFog	LocalFog	LocalFog	LocalFog
LOD	LOD	LOD	LOD	LOD	LOD	LOD	LOD
Material	Material	Material	Material	Material	Material	Material	Material
Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute
Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute
meta	meta	meta	meta	meta	meta	meta	meta
MetadataBoolean	MetadataBoolean	MetadataBoolean	MetadataBoolean	MetadataBoolean	* missing, suggested for HTML5	MetadataBoolean	MetadataBoolean
MetadataDouble	MetadataDouble	MetadataDouble	MetadataDouble	MetadataDouble	MetadataDouble	MetadataDouble	MetadataDouble
MetadataFloat	MetadataFloat	MetadataFloat	MetadataFloat	MetadataFloat	MetadataFloat	MetadataFloat	MetadataFloat
MetadataInteger	MetadataInteger	MetadataInteger	MetadataInteger	MetadataInteger	MetadataInteger	MetadataInteger	MetadataInteger
MetadataSet	MetadataSet	MetadataSet	MetadataSet	MetadataSet	MetadataSet	MetadataSet	MetadataSet
MetadataString	MetadataString	MetadataString	MetadataString	MetadataString	MetadataString	MetadataString	MetadataString
MicrophoneSource	MicrophoneSource	MicrophoneSource	MicrophoneSource	MicrophoneSource	MicrophoneSource	MicrophoneSource	MicrophoneSource
MotorJoint	MotorJoint	MotorJoint	MotorJoint	MotorJoint	MotorJoint	MotorJoint	MotorJoint
MovieTexture	MovieTexture	MovieTexture	MovieTexture	MovieTexture	MovieTexture	MovieTexture	MovieTexture
MultiTexture	MultiTexture	MultiTexture	MultiTexture	MultiTexture	MultiTexture	MultiTexture	MultiTexture
MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate

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MultiTextureTransform	MultiTextureTransform	MultiTextureTransform	MultiTextureTransform	MultiTextureTransform	MultiTextureTransform	MultiTextureTransform	MultiTextureTransform
NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo
Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal
NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator
NurbsCurve	NurbsCurve	NurbsCurve	NurbsCurve	NurbsCurve	NurbsCurve	NurbsCurve	NurbsCurve
NurbsCurve2D	NurbsCurve2D	NurbsCurve2D	NurbsCurve2D	NurbsCurve2D	NurbsCurve2D	NurbsCurve2D	NurbsCurve2D
NurbsOrientationInterpolator	NurbsOrientationInterpolator	NurbsOrientationInterpolator	NurbsOrientationInterpolator	NurbsOrientationInterpolator	NurbsOrientationInterpolator	NurbsOrientationInterpolator	NurbsOrientationInterpolator
NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface
NurbsPositionInterpolator	NurbsPositionInterpolator	NurbsPositionInterpolator	NurbsPositionInterpolator	NurbsPositionInterpolator	NurbsPositionInterpolator	NurbsPositionInterpolator	NurbsPositionInterpolator
NurbsSet	NurbsSet	NurbsSet	NurbsSet	NurbsSet	NurbsSet		NurbsSet
NurbsSurfaceInterpolator	NurbsSurfaceInterpolator	NurbsSurfaceInterpolator	NurbsSurfaceInterpolator	NurbsSurfaceInterpolator	NurbsSurfaceInterpolator		NurbsSurfaceInterpolator
NurbsSweptSurface	NurbsSweptSurface	NurbsSweptSurface	NurbsSweptSurface				NurbsSweptSurface
NurbsSwungSurface	NurbsSwungSurface	NurbsSwungSurface			NurbsSwungSurface		NurbsSwungSurface
NurbsTextureCoordinate	NurbsTextureCoordinate	NurbsTextureCoordinate			NurbsTextureCoordinate		NurbsTextureCoordinate
NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface
OpacityMapVolumeStyle	OpacityMapVolumeStyle	OpacityMapVolumeStyle		OpacityMapVolumeStyle			OpacityMapVolumeStyle
OrientationChaser	OrientationChaser	OrientationChaser		OrientationChaser	OrientationChaser		OrientationChaser
OrientationDamper	OrientationDamper	OrientationDamper		OrientationDamper	OrientationDamper		OrientationDamper
OrientationInterpolator	OrientationInterpolator	OrientationInterpolator	OrientationInterpolator	OrientationInterpolator	OrientationInterpolator	OrientationInterpolator	OrientationInterpolator
OrthoViewpoint	OrthoViewpoint	OrthoViewpoint	OrthoViewpoint	OrthoViewpoint	OrthoViewpoint	OrthoViewpoint	OrthoViewpoint
OscillatorSource							
PackagedShader		PackagedShader					PackagedShader
ParticleSystem	ParticleSystem	ParticleSystem				ParticleSystem	
PeriodicWave							
PhysicalMaterial	PhysicalMaterial	PhysicalMaterial					
PickableGroup	PickableGroup	PickableGroup				PickableGroup	
PixelTexture	PixelTexture	PixelTexture	PixelTexture	PixelTexture	PixelTexture	PixelTexture	PixelTexture
PixelTexture3D	PixelTexture3D	PixelTexture3D	PixelTexture3D	PixelTexture3D	PixelTexture3D	PixelTexture3D	PixelTexture3D
PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor
PointEmitter	PointEmitter	PointEmitter				PointEmitter	
PointLight	PointLight	PointLight	PointLight	PointLight	PointLight	PointLight	PointLight
PointPickSensor	PointPickSensor	PointPickSensor					
PointProperties	PointProperties	PointProperties				PointProperties	
PointSet	PointSet	PointSet	PointSet	PointSet	PointSet	PointSet	PointSet
Polyline2D	Polyline2D	Polyline2D		Polyline2D	Polyline2D	Polyline2D	Polyline2D
PolylineEmitter	PolylineEmitter	PolylineEmitter				PolylineEmitter	
Polypoint2D	Polypoint2D	Polypoint2D		Polypoint2D	Polypoint2D	Polypoint2D	Polypoint2D
PositionChaser	PositionChaser	PositionChaser		PositionChaser	PositionChaser	PositionChaser	PositionChaser
PositionChaser2D	PositionChaser2D	PositionChaser2D		PositionChaser2D	PositionChaser2D		PositionChaser2D
PositionDamper	PositionDamper	PositionDamper		PositionDamper	PositionDamper	PositionDamper	PositionDamper
PositionDamper2D	PositionDamper2D	PositionDamper2D		PositionDamper2D	PositionDamper2D	PositionDamper2D	PositionDamper2D
PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator
PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D
PrimitivePickSensor	PrimitivePickSensor						
ProgramShader		ProgramShader			ProgramShader		ProgramShader
ProjectionVolumeStyle	ProjectionVolumeStyle	ProjectionVolumeStyle		ProjectionVolumeStyle			ProjectionVolumeStyle
ProtoBody	ProtoBody	ProtoBody	ProtoBody	* required for X3D Immersive Profile	ProtoBody	ProtoBody	ProtoBody
ProtoDeclare	ProtoDeclare	ProtoDeclare	ProtoDeclare	* required for X3D Immersive Profile	ProtoDeclare	ProtoDeclare	ProtoDeclare
ProtoInstance	ProtoInstance	ProtoInstance	ProtoInstance	* required for X3D Immersive Profile	ProtoInstance	ProtoInstance	ProtoInstance
ProtoInterface	ProtoInterface	ProtoInterface	ProtoInterface	* required for X3D Immersive Profile	ProtoInterface	ProtoInterface	ProtoInterface
ProximitySensor	ProximitySensor	ProximitySensor	ProximitySensor	* required for X3D Immersive Profile	ProximitySensor	ProximitySensor	ProximitySensor
QuadSet	QuadSet	QuadSet	QuadSet	QuadSet	QuadSet	QuadSet	QuadSet
ReceiverPdu		ReceiverPdu					ReceiverPdu
Rectangle2D	Rectangle2D	Rectangle2D	Rectangle2D	Rectangle2D	Rectangle2D	Rectangle2D	Rectangle2D
RigidBody	RigidBody	RigidBody				RigidBody	
RigidBodyCollection	RigidBodyCollection	RigidBodyCollection		RigidBodyCollection		RigidBodyCollection	RigidBodyCollection
ROUTE	ROUTE	ROUTE	ROUTE	ROUTE	ROUTE	ROUTE	ROUTE
ScalarChaser	ScalarChaser	ScalarChaser		ScalarChaser	ScalarChaser		ScalarChaser
ScalarDamper	ScalarDamper	ScalarDamper		ScalarDamper	ScalarDamper		ScalarDamper
ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator
Scene	Scene	Scene	Scene		Scene		Scene
ScreenFontStyle	ScreenFontStyle	ScreenFontStyle		* missing, suggested for HTML5			
ScreenGroup	ScreenGroup	ScreenGroup		* missing, suggested for HTML5	ScreenGroup		
Script	Script	Script	Script	* required for X3D Immersive Profile	Script	Script	Script
SegmentedVolumeData	SegmentedVolumeData	SegmentedVolumeData		SegmentedVolumeData			SegmentedVolumeData
ShadedVolumeStyle	ShadedVolumeStyle	ShadedVolumeStyle		ShadedVolumeStyle			ShadedVolumeStyle
ShaderPart	ShaderPart	ShaderPart	ShaderPart	ShaderPart	ShaderPart	ShaderPart	ShaderPart
ShaderProgram	ShaderProgram	ShaderProgram		ShaderProgram	ShaderProgram		ShaderProgram
Shape	Shape	Shape	Shape	Shape	Shape	Shape	Shape
SignalPdu		SignalPdu					SignalPdu
SilhouetteEnhancementVolumeStyle	SilhouetteEnhancementVolumeStyle	SilhouetteEnhancementVolumeStyle		SilhouetteEnhancementVolumeStyle			SilhouetteEnhancementVolumeStyle
SingleAxisHingeJoint	SingleAxisHingeJoint	SingleAxisHingeJoint		SingleAxisHingeJoint		SingleAxisHingeJoint	SingleAxisHingeJoint
SliderJoint	SliderJoint	SliderJoint		SliderJoint		SliderJoint	SliderJoint
Sound	Sound	Sound	Sound		Sound		Sound

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SpatialSound	SpatialSound	SpatialSound	SpatialSound	SpatialSound	SpatialSound	SpatialSound	SpatialSound	
Sphere	Sphere	Sphere	Sphere	Sphere	Sphere	Sphere	Sphere	
SphereSensor	SphereSensor	SphereSensor	SphereSensor	SphereSensor	SphereSensor	SphereSensor	SphereSensor	
SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator	
SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D	
SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator	
SpotLight	SpotLight	SpotLight	SpotLight	SpotLight	SpotLight	SpotLight	SpotLight	
SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator	
StaticGroup	StaticGroup	StaticGroup	StaticGroup	StaticGroup	StaticGroup	StaticGroup	StaticGroup	
StreamAudioDestination	StreamAudioDestination	StreamAudioDestination	StreamAudioDestination	StreamAudioDestination	StreamAudioDestination	StreamAudioDestination	StreamAudioDestination	
StreamAudioSource	StreamAudioSource	StreamAudioSource	StreamAudioSource	StreamAudioSource	StreamAudioSource	StreamAudioSource	StreamAudioSource	
StringSensor	StringSensor	StringSensor	StringSensor	* missing, suggested for HTML5	StringSensor	StringSensor	StringSensor	
SurfaceEmitter	SurfaceEmitter	SurfaceEmitter	SurfaceEmitter	SurfaceEmitter	SurfaceEmitter	SurfaceEmitter	SurfaceEmitter	
Switch	Switch	Switch	Switch	Switch	Switch	Switch	Switch	
TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D	
TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D	
Text	Text	Text	Text	Text	Text	Text	Text	
TextureBackground	TextureBackground	TextureBackground	TextureBackground	* missing, suggested for HTML5	TextureBackground	TextureBackground	TextureBackground	
TextureCoordinate	TextureCoordinate	TextureCoordinate	TextureCoordinate	TextureCoordinate	TextureCoordinate	TextureCoordinate	TextureCoordinate	
TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D	
TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D	
TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator	
TextureProjector	TextureProjector	TextureProjector	TextureProjector	TextureProjector	TextureProjector	TextureProjector	TextureProjector	
TextureProjectorParallel	TextureProjectorParallel	TextureProjectorParallel	TextureProjectorParallel	TextureProjectorParallel	TextureProjectorParallel	TextureProjectorParallel	TextureProjectorParallel	
TextureProperties	TextureProperties	TextureProperties	TextureProperties	TextureProperties	TextureProperties	TextureProperties	TextureProperties	
TextureTransform	TextureTransform	TextureTransform	TextureTransform	TextureTransform	TextureTransform	TextureTransform	TextureTransform	
TextureTransform3D	TextureTransform3D	TextureTransform3D	TextureTransform3D	TextureTransform3D	TextureTransform3D	TextureTransform3D	TextureTransform3D	
TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D	
TimeSensor	TimeSensor	TimeSensor	TimeSensor	TimeSensor	TimeSensor	TimeSensor	TimeSensor	
TimeTrigger	TimeTrigger	TimeTrigger	TimeTrigger	TimeTrigger	TimeTrigger	TimeTrigger	TimeTrigger	
ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle	
TouchSensor	TouchSensor	TouchSensor	TouchSensor	TouchSensor	TouchSensor	TouchSensor	TouchSensor	
Transform	Transform	Transform	Transform	Transform	Transform	Transform	Transform	
TransformSensor	TransformSensor	TransformSensor	TransformSensor	TransformSensor	TransformSensor	TransformSensor	TransformSensor	
TransmitterPdu	TransmitterPdu	TransmitterPdu	TransmitterPdu	TransmitterPdu	TransmitterPdu	TransmitterPdu	TransmitterPdu	
TriangleFanSet	TriangleFanSet	TriangleFanSet	TriangleFanSet	TriangleFanSet	TriangleFanSet	TriangleFanSet	TriangleFanSet	
TriangleSet	TriangleSet	TriangleSet	TriangleSet	TriangleSet	TriangleSet	TriangleSet	TriangleSet	
TriangleSet2D	TriangleSet2D	TriangleSet2D	TriangleSet2D	TriangleSet2D	TriangleSet2D	TriangleSet2D	TriangleSet2D	
TriangleStripSet	TriangleStripSet	TriangleStripSet	TriangleStripSet	TriangleStripSet	TriangleStripSet	TriangleStripSet	TriangleStripSet	
TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial	
UNIT	UNIT	UNIT	UNIT	* missing, suggested for HTML5	* missing, suggested for HTML5	* missing, suggested for HTML5	unit	
UniversalJoint	UniversalJoint	UniversalJoint	UniversalJoint	UniversalJoint	UniversalJoint	UniversalJoint	UniversalJoint	
UnitMaterial	UnitMaterial	UnitMaterial	UnitMaterial	UnitMaterial	UnitMaterial	UnitMaterial	UnitMaterial	
Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	
ViewpointGroup	ViewpointGroup	ViewpointGroup	ViewpointGroup	* missing, suggested for HTML5	ViewpointGroup	* missing, suggested for HTML5	ViewpointGroup	
Viewport	Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	
VisibilitySensor	VisibilitySensor	VisibilitySensor	VisibilitySensor	VisibilitySensor	VisibilitySensor	VisibilitySensor	VisibilitySensor	
VolumeData	VolumeData	VolumeData	VolumeData	VolumeData	VolumeData	VolumeData	VolumeData	
VolumeEmitter	VolumeEmitter	VolumeEmitter	VolumeEmitter	VolumeEmitter	VolumeEmitter	VolumeEmitter	VolumeEmitter	
VolumePickSensor	VolumePickSensor	VolumePickSensor	VolumePickSensor	VolumePickSensor	VolumePickSensor	VolumePickSensor	VolumePickSensor	
WindPhysicsModel	WindPhysicsModel	WindPhysicsModel	WindPhysicsModel	WindPhysicsModel	WindPhysicsModel	WindPhysicsModel	WindPhysicsModel	
WorldInfo	WorldInfo	WorldInfo	WorldInfo	WorldInfo	WorldInfo	WorldInfo	WorldInfo	
X3D	X3D	X3D	X3D	X3D	X3D	X3D	X3D	

  

<b>Supported nodes and statements:</b>	87%	92%	52%	62%	71%	62%	80%
276	241	255	144	171	197	172	220
<b>Unimplemented nodes and statements:</b>							
0	35	21	132	105	79	104	56
<b>References</b>							
<a href="#">X3D v4.0 Architecture Draft Specification</a>	<a href="#">X_ITE supported node list</a>	<a href="#">FreeWRL supported node list</a>	<a href="#">Castle Game Engine documentation</a>	<a href="#">X3DOM supported node list</a>	<a href="#">InstantReality</a>	<a href="#">Xj3D SourceForge</a>	<a href="#">X3D-Edit 4.0 Authoring Tool</a>
<b>HTML5 support goals</b>							
* required for X3D Immersive Profile	includes all Immersive Profile nodes	includes all Immersive Profile nodes	includes all Immersive Profile nodes	12	2	2	includes all Immersive Profile nodes
* suggested for HTML5 support	0	0	14	13	2	5	includes all suggested HTML5 nodes
* priority nodes and statements missing:	0	0	14	25	4	7	0

X3D Codebases for Scene Access Interface (SAI)		X3D version 4.0 Node and Statement Support		updated 16 January 2023	<a href="https://www.web3d.org/specifications/X3dNodeInventoryComparison.xlsx">https://www.web3d.org/specifications/X3dNodeInventoryComparison.xlsx</a>	<a href="https://www.web3d.org/specifications/X3dNodeInventoryComparison.pdf">https://www.web3d.org/specifications/X3dNodeInventoryComparison.pdf</a>	
X3D Nodes and Statements	JavaScript X3DJSONLD	Java X3DJSAIL	Python Package	C implementation	C++ implementation	C# implementation	Turtle, RDF encodings
<a href="#">X3D Unified Object Model (X3DUOM)</a>	<a href="#">X3D to JSON Converter</a>	<a href="#">X3DJSAIL</a>	<a href="#">Python X3D Package</a>	(work in progress)	(work in progress)	(work in progress)	<a href="#">X3D Ontology</a>
AcousticProperties		AcousticProperties	AcousticProperties				AcousticProperties
Analyser		Analyser	Analyser				Analyser
Anchor		Anchor	Anchor				Anchor
Appearance	Can John Carlson's open-source X3DJSONLD be regularized to use our autogeneration capabilities and match JavaScript SAI standard? These need to be designed consistently with the draft X3D JSON encoding.	Appearance	Appearance	Example codebase templates provided by Myeong Won Lee.  TODO apply X3DUOM code-autogeneration patterns, similar to Java, Python and Turtle.  <a href="https://sourceforge.net/p/x3d/code/HEAD/tree/www.web3d.org/x3d/languages">https://sourceforge.net/p/x3d/code/HEAD/tree/www.web3d.org/x3d/languages</a>			Appearance
Arc2D		Arc2D	Arc2D				Arc2D
ArcClose2D		ArcClose2D	ArcClose2D				ArcClose2D
AudioClip		AudioClip	AudioClip				AudioClip
AudioDestination		AudioDestination	AudioDestination				AudioDestination
Background		Background	Background				Background
BallJoint		BallJoint	BallJoint				BallJoint
Billboard		Billboard	Billboard				Billboard
BiquadFilter		BiquadFilter	BiquadFilter				BiquadFilter
BlendedVolumeStyle		BlendedVolumeStyle	BlendedVolumeStyle				BlendedVolumeStyle
BooleanFilter	BooleanFilter	BooleanFilter	BooleanFilter				BooleanFilter
BooleanSequencer	BooleanSequencer	BooleanSequencer	BooleanSequencer				BooleanSequencer
BooleanToggle	BooleanToggle	BooleanToggle	BooleanToggle				BooleanToggle
BooleanTrigger	BooleanTrigger	BooleanTrigger	BooleanTrigger				BooleanTrigger
BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle				BoundaryEnhancementVolumeStyle
BoundedPhysicsModel	BoundedPhysicsModel	BoundedPhysicsModel	BoundedPhysicsModel				BoundedPhysicsModel
Box	Box	Box	Box				Box
BufferAudioSource	BufferAudioSource	BufferAudioSource	BufferAudioSource				BufferAudioSource
CADAssembly	CADAssembly	CADAssembly	CADAssembly				CADAssembly
CADFace	CADFace	CADFace	CADFace				CADFace
CADLayer	CADLayer	CADLayer	CADLayer				CADLayer
CADPart	CADPart	CADPart	CADPart				CADPart
CartoonVolumeStyle	CartoonVolumeStyle	CartoonVolumeStyle	CartoonVolumeStyle				CartoonVolumeStyle
ChannelMerger	ChannelMerger	ChannelMerger	ChannelMerger				ChannelMerger
ChannelSelector	ChannelSelector	ChannelSelector	ChannelSelector				ChannelSelector
ChannelSplitter	ChannelSplitter	ChannelSplitter	ChannelSplitter				ChannelSplitter
Circle2D	Circle2D	Circle2D	Circle2D				Circle2D
ClipPlane	ClipPlane	ClipPlane	ClipPlane				ClipPlane
CollidableOffset	CollidableOffset	CollidableOffset	CollidableOffset				CollidableOffset
CollidableShape	CollidableShape	CollidableShape	CollidableShape				CollidableShape
Collision	Collision	Collision	Collision				Collision
CollisionCollection	CollisionCollection	CollisionCollection	CollisionCollection				CollisionCollection
CollisionSensor	CollisionSensor	CollisionSensor	CollisionSensor				CollisionSensor
CollisionSpace	CollisionSpace	CollisionSpace	CollisionSpace				CollisionSpace
Color	Color	Color	Color				Color
ColorChaser	ColorChaser	ColorChaser	ColorChaser				ColorChaser
ColorDamper	ColorDamper	ColorDamper	ColorDamper				ColorDamper
ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator				ColorInterpolator
ColorRGBA	ColorRGBA	ColorRGBA	ColorRGBA				ColorRGBA
component	component	component	component				component
ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture				ComposedCubeMapTexture
ComposedShader	ComposedShader	ComposedShader	ComposedShader				ComposedShader
ComposedTexture3D	ComposedTexture3D	ComposedTexture3D	ComposedTexture3D				ComposedTexture3D
ComposedVolumeStyle	ComposedVolumeStyle	ComposedVolumeStyle	ComposedVolumeStyle				ComposedVolumeStyle
Cone	Cone	Cone	Cone				Cone
ConeEmitter	ConeEmitter	ConeEmitter	ConeEmitter				ConeEmitter
connect	connect	connect	connect				connect
Contact	Contact	Contact	Contact				Contact
Contour2D	Contour2D	Contour2D	Contour2D				Contour2D
ContourPolyline2D	ContourPolyline2D	ContourPolyline2D	ContourPolyline2D				ContourPolyline2D
Convolver	Convolver	Convolver	Convolver				Convolver
Coordinate	Coordinate	Coordinate	Coordinate				Coordinate
CoordinateChaser	CoordinateChaser	CoordinateChaser	CoordinateChaser				CoordinateChaser
CoordinateDamper	CoordinateDamper	CoordinateDamper	CoordinateDamper				CoordinateDamper
CoordinateDouble	CoordinateDouble	CoordinateDouble	CoordinateDouble				CoordinateDouble
CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator				CoordinateInterpolator
CoordinateInterpolator2D	CoordinateInterpolator2D	CoordinateInterpolator2D	CoordinateInterpolator2D				CoordinateInterpolator2D
Cylinder	Cylinder	Cylinder	Cylinder				Cylinder
CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor				CylinderSensor
Delay	Delay	Delay	Delay				Delay

DirectionalLight		DirectionalLight	DirectionalLight				DirectionalLight
DISEntityManager		DISEntityManager	DISEntityManager				DISEntityManager
DISEntityTypeMapping		DISEntityTypeMapping	DISEntityTypeMapping				DISEntityTypeMapping
Disk2D		Disk2D	Disk2D				Disk2D
DoubleAxisHingeJoint		DoubleAxisHingeJoint	DoubleAxisHingeJoint				DoubleAxisHingeJoint
DynamicsCompressor		DynamicsCompressor	DynamicsCompressor				DynamicsCompressor
EaseInEaseOut		EaseInEaseOut	EaseInEaseOut				EaseInEaseOut
EdgeEnhancementVolumeStyle		EdgeEnhancementVolumeStyle	EdgeEnhancementVolumeStyle				EdgeEnhancementVolumeStyle
ElevationGrid		ElevationGrid	ElevationGrid				ElevationGrid
EspduTransform		EspduTransform	EspduTransform				EspduTransform
ExplosionEmitter		ExplosionEmitter	ExplosionEmitter				ExplosionEmitter
EXPORT		EXPORT	EXPORT				EXPORT
ExternProtoDeclare		ExternProtoDeclare	ExternProtoDeclare				ExternProtoDeclare
Extrusion		Extrusion	Extrusion				Extrusion
field		field	field				field
fieldValue		fieldValue	fieldValue				fieldValue
FillProperties		FillProperties	FillProperties				FillProperties
FloatVertexAttribute		FloatVertexAttribute	FloatVertexAttribute				FloatVertexAttribute
Fog		Fog	Fog				Fog
FogCoordinate		FogCoordinate	FogCoordinate				FogCoordinate
FontStyle		FontStyle	FontStyle				FontStyle
ForcePhysicsModel		ForcePhysicsModel	ForcePhysicsModel				ForcePhysicsModel
Gain		Gain	Gain				Gain
GeneratedCubeMapTexture		GeneratedCubeMapTexture	GeneratedCubeMapTexture				GeneratedCubeMapTexture
GeoCoordinate		GeoCoordinate	GeoCoordinate				GeoCoordinate
GeoElevationGrid		GeoElevationGrid	GeoElevationGrid				GeoElevationGrid
GeoLocation		GeoLocation	GeoLocation				GeoLocation
GeoLOD		GeoLOD	GeoLOD				GeoLOD
GeoMetadata		GeoMetadata	GeoMetadata				GeoMetadata
GeoOrigin		GeoOrigin	GeoOrigin				GeoOrigin
GeoPositionInterpolator		GeoPositionInterpolator	GeoPositionInterpolator				GeoPositionInterpolator
GeoProximitySensor		GeoProximitySensor	GeoProximitySensor				GeoProximitySensor
GeoTouchSensor		GeoTouchSensor	GeoTouchSensor				GeoTouchSensor
GeoTransform		GeoTransform	GeoTransform				GeoTransform
GeoViewpoint		GeoViewpoint	GeoViewpoint				GeoViewpoint
Group		Group	Group				Group
HAnimDisplacer		HAnimDisplacer	HAnimDisplacer				HAnimDisplacer
HAnimHumanoid		HAnimHumanoid	HAnimHumanoid				HAnimHumanoid
HAnimJoint		HAnimJoint	HAnimJoint				HAnimJoint
HAnimMotion		HAnimMotion	HAnimMotion				HAnimMotion
HAnimSegment		HAnimSegment	HAnimSegment				HAnimSegment
HAnimSite		HAnimSite	HAnimSite				HAnimSite
head		head	head				head
ImageCubeMapTexture		ImageCubeMapTexture	ImageCubeMapTexture				ImageCubeMapTexture
ImageTexture		ImageTexture	ImageTexture				ImageTexture
ImageTexture3D		ImageTexture3D	ImageTexture3D				ImageTexture3D
IMPORT		IMPORT	IMPORT				IMPORT
IndexedFaceSet		IndexedFaceSet	IndexedFaceSet				IndexedFaceSet
IndexedLineSet		IndexedLineSet	IndexedLineSet				IndexedLineSet
IndexedQuadSet		IndexedQuadSet	IndexedQuadSet				IndexedQuadSet
IndexedTriangleFanSet		IndexedTriangleFanSet	IndexedTriangleFanSet				IndexedTriangleFanSet
IndexedTriangleSet		IndexedTriangleSet	IndexedTriangleSet				IndexedTriangleSet
IndexedTriangleStripSet		IndexedTriangleStripSet	IndexedTriangleStripSet				IndexedTriangleStripSet
Inline		Inline	Inline				Inline
IntegerSequencer		IntegerSequencer	IntegerSequencer				IntegerSequencer
IntegerTrigger		IntegerTrigger	IntegerTrigger				IntegerTrigger
IS		IS	IS				IS
IsoSurfaceVolumeData		IsoSurfaceVolumeData	IsoSurfaceVolumeData				IsoSurfaceVolumeData
KeySensor		KeySensor	KeySensor				KeySensor
Layer		Layer	Layer				Layer
LayerSet		LayerSet	LayerSet				LayerSet
Layout		Layout	Layout				Layout
LayoutGroup		LayoutGroup	LayoutGroup				LayoutGroup
LayoutLayer		LayoutLayer	LayoutLayer				LayoutLayer
LinePickSensor		LinePickSensor	LinePickSensor				LinePickSensor
LineProperties		LineProperties	LineProperties				LineProperties
LineSet		LineSet	LineSet				LineSet

ListenerPointSource		ListenerPointSource	ListenerPointSource				ListenerPointSource
LoadSensor		LoadSensor	LoadSensor				LoadSensor
LocalFog		LocalFog	LocalFog				LocalFog
LOD		LOD	LOD				LOD
Material		Material	Material				Material
Matrix3VertexAttribute		Matrix3VertexAttribute	Matrix3VertexAttribute				Matrix3VertexAttribute
Matrix4VertexAttribute		Matrix4VertexAttribute	Matrix4VertexAttribute				Matrix4VertexAttribute
meta		meta	meta				meta
MetadataBoolean		MetadataBoolean	MetadataBoolean				MetadataBoolean
MetadataDouble		MetadataDouble	MetadataDouble				MetadataDouble
MetadataFloat		MetadataFloat	MetadataFloat				MetadataFloat
MetadataInteger		MetadataInteger	MetadataInteger				MetadataInteger
MetadataSet		MetadataSet	MetadataSet				MetadataSet
MetadataString		MetadataString	MetadataString				MetadataString
MicrophoneSource		MicrophoneSource	MicrophoneSource				MicrophoneSource
MotorJoint		MotorJoint	MotorJoint				MotorJoint
MovieTexture		MovieTexture	MovieTexture				MovieTexture
MultiTexture		MultiTexture	MultiTexture				MultiTexture
MultiTextureCoordinate		MultiTextureCoordinate	MultiTextureCoordinate				MultiTextureCoordinate
MultiTextureTransform		MultiTextureTransform	MultiTextureTransform				MultiTextureTransform
NavigationInfo		NavigationInfo	NavigationInfo				NavigationInfo
Normal		Normal	Normal				Normal
NormalInterpolator		NormalInterpolator	NormalInterpolator				NormalInterpolator
NurbsCurve		NurbsCurve	NurbsCurve				NurbsCurve
NurbsCurve2D		NurbsCurve2D	NurbsCurve2D				NurbsCurve2D
NurbsOrientationInterpolator		NurbsOrientationInterpolator	NurbsOrientationInterpolator				NurbsOrientationInterpolator
NurbsPatchSurface		NurbsPatchSurface	NurbsPatchSurface				NurbsPatchSurface
NurbsPositionInterpolator		NurbsPositionInterpolator	NurbsPositionInterpolator				NurbsPositionInterpolator
NurbsSet		NurbsSet	NurbsSet				NurbsSet
NurbsSurfaceInterpolator		NurbsSurfaceInterpolator	NurbsSurfaceInterpolator				NurbsSurfaceInterpolator
NurbsSweptSurface		NurbsSweptSurface	NurbsSweptSurface				NurbsSweptSurface
NurbsSwungSurface		NurbsSwungSurface	NurbsSwungSurface				NurbsSwungSurface
NurbsTextureCoordinate		NurbsTextureCoordinate	NurbsTextureCoordinate				NurbsTextureCoordinate
NurbsTrimmedSurface		NurbsTrimmedSurface	NurbsTrimmedSurface				NurbsTrimmedSurface
OpacityMapVolumeStyle		OpacityMapVolumeStyle	OpacityMapVolumeStyle				OpacityMapVolumeStyle
OrientationChaser		OrientationChaser	OrientationChaser				OrientationChaser
OrientationDamper		OrientationDamper	OrientationDamper				OrientationDamper
OrientationInterpolator		OrientationInterpolator	OrientationInterpolator				OrientationInterpolator
OrthoViewpoint		OrthoViewpoint	OrthoViewpoint				OrthoViewpoint
OscillatorSource		OscillatorSource	OscillatorSource				OscillatorSource
PackagedShader		PackagedShader	PackagedShader				PackagedShader
ParticleSystem		ParticleSystem	ParticleSystem				ParticleSystem
PeriodicWave		PeriodicWave	PeriodicWave				PeriodicWave
PhysicalMaterial		PhysicalMaterial	PhysicalMaterial				PhysicalMaterial
PickableGroup		PickableGroup	PickableGroup				PickableGroup
PixelTexture		PixelTexture	PixelTexture				PixelTexture
PixelTexture3D		PixelTexture3D	PixelTexture3D				PixelTexture3D
PlaneSensor		PlaneSensor	PlaneSensor				PlaneSensor
PointEmitter		PointEmitter	PointEmitter				PointEmitter
PointLight		PointLight	PointLight				PointLight
PointPickSensor		PointPickSensor	PointPickSensor				PointPickSensor
PointProperties		PointProperties	PointProperties				PointProperties
PointSet		PointSet	PointSet				PointSet
Polyline2D		Polyline2D	Polyline2D				Polyline2D
PolylineEmitter		PolylineEmitter	PolylineEmitter				PolylineEmitter
Polypoint2D		Polypoint2D	Polypoint2D				Polypoint2D
PositionChaser		PositionChaser	PositionChaser				PositionChaser
PositionChaser2D		PositionChaser2D	PositionChaser2D				PositionChaser2D
PositionDamper		PositionDamper	PositionDamper				PositionDamper
PositionDamper2D		PositionDamper2D	PositionDamper2D				PositionDamper2D
PositionInterpolator		PositionInterpolator	PositionInterpolator				PositionInterpolator
PositionInterpolator2D		PositionInterpolator2D	PositionInterpolator2D				PositionInterpolator2D
PrimitivePickSensor		PrimitivePickSensor	PrimitivePickSensor				PrimitivePickSensor
ProgramShader		ProgramShader	ProgramShader				ProgramShader
ProjectionVolumeStyle		ProjectionVolumeStyle	ProjectionVolumeStyle				ProjectionVolumeStyle
-		ProtoBody	ProtoBody				ProtoBody
ProtoDeclare		ProtoDeclare	ProtoDeclare				ProtoDeclare



ProtoInstance		ProtoInstance	ProtoInstance				ProtoInstance
-		ProtoInterface	ProtoInterface				ProtoInterface
ProximitySensor		ProximitySensor	ProximitySensor				ProximitySensor
QuadSet		QuadSet	QuadSet				QuadSet
ReceiverPdu		ReceiverPdu	ReceiverPdu				ReceiverPdu
Rectangle2D		Rectangle2D	Rectangle2D				Rectangle2D
RigidBody		RigidBody	RigidBody				RigidBody
RigidBodyCollection		RigidBodyCollection	RigidBodyCollection				RigidBodyCollection
ROUTE		ROUTE	ROUTE				ROUTE
ScalarChaser		ScalarChaser	ScalarChaser				ScalarChaser
ScalarDamper		ScalarDamper	ScalarDamper				ScalarDamper
ScalarInterpolator		ScalarInterpolator	ScalarInterpolator				ScalarInterpolator
-		Scene	Scene				Scene
ScreenFontStyle		ScreenFontStyle	ScreenFontStyle				ScreenFontStyle
ScreenGroup		ScreenGroup	ScreenGroup				ScreenGroup
Script		Script	Script				Script
SegmentedVolumeData		SegmentedVolumeData	SegmentedVolumeData				SegmentedVolumeData
ShadedVolumeStyle		ShadedVolumeStyle	ShadedVolumeStyle				ShadedVolumeStyle
ShaderPart		ShaderPart	ShaderPart				ShaderPart
ShaderProgram		ShaderProgram	ShaderProgram				ShaderProgram
Shape		Shape	Shape				Shape
SignalPdu		SignalPdu	SignalPdu				SignalPdu
SilhouetteEnhancementVolumeStyle		SilhouetteEnhancementVolumeStyle	SilhouetteEnhancementVolumeStyle				SilhouetteEnhancementVolumeStyle
SingleAxisHingeJoint		SingleAxisHingeJoint	SingleAxisHingeJoint				SingleAxisHingeJoint
SliderJoint		SliderJoint	SliderJoint				SliderJoint
Sound		Sound	Sound				Sound
<b>SpatialSound</b>		<b>SpatialSound</b>	<b>SpatialSound</b>				<b>SpatialSound</b>
Sphere		Sphere	Sphere				Sphere
SphereSensor		SphereSensor	SphereSensor				SphereSensor
SplinePositionInterpolator		SplinePositionInterpolator	SplinePositionInterpolator				SplinePositionInterpolator
SplinePositionInterpolator2D		SplinePositionInterpolator2D	SplinePositionInterpolator2D				SplinePositionInterpolator2D
SplineScalarInterpolator		SplineScalarInterpolator	SplineScalarInterpolator				SplineScalarInterpolator
SpotLight		SpotLight	SpotLight				SpotLight
SquadOrientationInterpolator		SquadOrientationInterpolator	SquadOrientationInterpolator				SquadOrientationInterpolator
StaticGroup		StaticGroup	StaticGroup				StaticGroup
<b>StreamAudioDestination</b>		<b>StreamAudioDestination</b>	<b>StreamAudioDestination</b>				<b>StreamAudioDestination</b>
<b>StreamAudioSource</b>		<b>StreamAudioSource</b>	<b>StreamAudioSource</b>				<b>StreamAudioSource</b>
StringSensor		StringSensor	StringSensor				StringSensor
SurfaceEmitter		SurfaceEmitter	SurfaceEmitter				SurfaceEmitter
Switch		Switch	Switch				Switch
TexCoordChaser2D		TexCoordChaser2D	TexCoordChaser2D				TexCoordChaser2D
TexCoordDamper2D		TexCoordDamper2D	TexCoordDamper2D				TexCoordDamper2D
Text		Text	Text				Text
TextureBackground		TextureBackground	TextureBackground				TextureBackground
TextureCoordinate		TextureCoordinate	TextureCoordinate				TextureCoordinate
TextureCoordinate3D		TextureCoordinate3D	TextureCoordinate3D				TextureCoordinate3D
TextureCoordinate4D		TextureCoordinate4D	TextureCoordinate4D				TextureCoordinate4D
TextureCoordinateGenerator		TextureCoordinateGenerator	TextureCoordinateGenerator				TextureCoordinateGenerator
<b>TextureProjector</b>		<b>TextureProjector</b>	<b>TextureProjector</b>				<b>TextureProjector</b>
<b>TextureProjectorParallel</b>		<b>TextureProjectorParallel</b>	<b>TextureProjectorParallel</b>				<b>TextureProjectorParallel</b>
TextureProperties		TextureProperties	TextureProperties				TextureProperties
TextureTransform		TextureTransform	TextureTransform				TextureTransform
TextureTransform3D		TextureTransform3D	TextureTransform3D				TextureTransform3D
TextureTransformMatrix3D		TextureTransformMatrix3D	TextureTransformMatrix3D				TextureTransformMatrix3D
TimeSensor		TimeSensor	TimeSensor				TimeSensor
TimeTrigger		TimeTrigger	TimeTrigger				TimeTrigger
ToneMappedVolumeStyle		ToneMappedVolumeStyle	ToneMappedVolumeStyle				ToneMappedVolumeStyle
TouchSensor		TouchSensor	TouchSensor				TouchSensor
Transform		Transform	Transform				Transform
TransformSensor		TransformSensor	TransformSensor				TransformSensor
TransmitterPdu		TransmitterPdu	TransmitterPdu				TransmitterPdu
TriangleFanSet		TriangleFanSet	TriangleFanSet				TriangleFanSet
TriangleSet		TriangleSet	TriangleSet				TriangleSet
TriangleSet2D		TriangleSet2D	TriangleSet2D				TriangleSet2D
TriangleStripSet		TriangleStripSet	TriangleStripSet				TriangleStripSet
TwoSidedMaterial		TwoSidedMaterial	TwoSidedMaterial				TwoSidedMaterial
UNIT		UNIT	UNIT				UNIT

UniversalJoint		UniversalJoint	UniversalJoint				UniversalJoint
UnlitMaterial		UnlitMaterial	UnlitMaterial				UnlitMaterial
Viewpoint		Viewpoint	Viewpoint				Viewpoint
ViewpointGroup		ViewpointGroup	ViewpointGroup				ViewpointGroup
Viewport		Viewport	Viewport				Viewport
VisibilitySensor		VisibilitySensor	VisibilitySensor				VisibilitySensor
VolumeData		VolumeData	VolumeData				VolumeData
VolumeEmitter		VolumeEmitter	VolumeEmitter				VolumeEmitter
VolumePickSensor		VolumePickSensor	VolumePickSensor				VolumePickSensor
WindPhysicsModel		WindPhysicsModel	WindPhysicsModel				WindPhysicsModel
WorldInfo		WorldInfo	WorldInfo				WorldInfo
X3D		X3D	X3D				X3D
<b>Supported nodes and statements:</b>	0%	100%	100%	0%	0%	0%	100%
276	0	276	276	0	0	0	276
<b>Unimplemented nodes and statements:</b>							
0	276	0	0	276	276	276	0

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	(with basis for X3DUOM construction)					(Grey background: unsupported or forward compatible, .wrl VRML97)	
AcousticProperties	AcousticProperties	AcousticProperties	TODO update X3D JSON draft schema once IETF RFC standard, applications, and command-line validation tools are finally available. TODO add link.	AcousticProperties	AcousticProperties		
Analyser	Analyser	Analyser		Analyser	Analyser		
Anchor	Anchor	Anchor		Anchor	Anchor	Anchor	Anchor
Appearance	Appearance	Appearance		Appearance	Appearance	Appearance	Appearance
Arc2D	Arc2D	Arc2D		Arc2D	Arc2D	Arc2D	(Prototype available) Arc2D
ArcClose2D	ArcClose2D	ArcClose2D	ArcClose2D	ArcClose2D	ArcClose2D	(Prototype available) ArcClose2D	
AudioClip	AudioClip	AudioClip	AudioClip	AudioClip	AudioClip	AudioClip	AudioClip
AudioDestination	AudioDestination	AudioDestination	AudioDestination	AudioDestination	AudioDestination		
Background	Background	Background	Background	Background	Background	Background	Background
BallJoint	BallJoint	BallJoint	BallJoint	BallJoint	BallJoint		
BiquadFilter	BiquadFilter	BiquadFilter	BiquadFilter	BiquadFilter	BiquadFilter		
Billboard	Billboard	Billboard	Billboard	Billboard	Billboard	Billboard	Billboard
BlendedVolumeStyle	BlendedVolumeStyle	BlendedVolumeStyle	BlendedVolumeStyle	BlendedVolumeStyle	BlendedVolumeStyle		
BooleanFilter	BooleanFilter	BooleanFilter	BooleanFilter	BooleanFilter	BooleanFilter	(Prototype available) BooleanFilter	BooleanFilter
BooleanSequencer	BooleanSequencer	BooleanSequencer	BooleanSequencer	BooleanSequencer	BooleanSequencer	(Prototype available) BooleanSequencer	BooleanSequencer
BooleanToggle	BooleanToggle	BooleanToggle	BooleanToggle	BooleanToggle	BooleanToggle	(Prototype available) BooleanToggle	BooleanToggle
BooleanTrigger	BooleanTrigger	BooleanTrigger	BooleanTrigger	BooleanTrigger	BooleanTrigger	(Prototype available) BooleanTrigger	BooleanTrigger
BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle	BoundaryEnhancementVolumeStyle		
BoundedPhysicsModel	BoundedPhysicsModel	BoundedPhysicsModel	BoundedPhysicsModel	BoundedPhysicsModel	BoundedPhysicsModel		
Box	Box	Box	Box	Box	Box	Box	Box
BufferAudioSource	BufferAudioSource	BufferAudioSource	BufferAudioSource	BufferAudioSource	BufferAudioSource		
CADAssembly	CADAssembly	CADAssembly	CADAssembly	CADAssembly	CADAssembly	(Prototype available) CADAssembly	CADAssembly
CADFace	CADFace	CADFace	CADFace	CADFace	CADFace	(Prototype available) CADFace	CADFace
CADLayer	CADLayer	CADLayer	CADLayer	CADLayer	CADLayer	(Prototype available) CADLayer	CADLayer
CADPart	CADPart	CADPart	CADPart	CADPart	CADPart	(Prototype available) CADPart	CADPart
CartoonVolumeStyle	CartoonVolumeStyle	CartoonVolumeStyle	CartoonVolumeStyle	CartoonVolumeStyle	CartoonVolumeStyle		
ChannelMerger	ChannelMerger	ChannelMerger	ChannelMerger	ChannelMerger	ChannelMerger		
ChannelSelector	ChannelSelector	ChannelSelector	ChannelSelector	ChannelSelector	ChannelSelector		
ChannelSplitter	ChannelSplitter	ChannelSplitter	ChannelSplitter	ChannelSplitter	ChannelSplitter		
Circle2D	Circle2D	Circle2D	Circle2D	Circle2D	Circle2D	(Prototype available) Circle2D	Circle2D
ClipPlane	ClipPlane	ClipPlane	ClipPlane	ClipPlane	ClipPlane		
CollidableOffset	CollidableOffset	CollidableOffset	CollidableOffset	CollidableOffset	CollidableOffset		
CollidableShape	CollidableShape	CollidableShape	CollidableShape	CollidableShape	CollidableShape		
Collision	Collision	Collision	Collision	Collision	Collision	Collision	Collision
CollisionCollection	CollisionCollection	CollisionCollection	CollisionCollection	CollisionCollection	CollisionCollection		
CollisionSensor	CollisionSensor	CollisionSensor	CollisionSensor	CollisionSensor	CollisionSensor		
CollisionSpace	CollisionSpace	CollisionSpace	CollisionSpace	CollisionSpace	CollisionSpace		
Color	Color	Color	Color	Color	Color	Color	Color
ColorChaser	ColorChaser	ColorChaser	ColorChaser	ColorChaser	ColorChaser		
ColorDamper	ColorDamper	ColorDamper	ColorDamper	ColorDamper	ColorDamper		
ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator	ColorInterpolator
ColorRGBA	ColorRGBA	ColorRGBA	ColorRGBA	ColorRGBA	ColorRGBA	(Prototype available) ColorRGBA	ColorRGBA
component	component	component	component	component	component		
ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture	ComposedCubeMapTexture		
ComposedShader	ComposedShader	ComposedShader	ComposedShader	ComposedShader	ComposedShader		
ComposedTexture3D	ComposedTexture3D	ComposedTexture3D	ComposedTexture3D	ComposedTexture3D	ComposedTexture3D		
ComposedVolumeStyle	ComposedVolumeStyle	ComposedVolumeStyle	ComposedVolumeStyle	ComposedVolumeStyle	ComposedVolumeStyle		
Cone	Cone	Cone	Cone	Cone	Cone	Cone	Cone
ConeEmitter	ConeEmitter	ConeEmitter	ConeEmitter	ConeEmitter	ConeEmitter		
connect	connect	connect	connect	connect	connect		
Contact	Contact	Contact	Contact	Contact	Contact		
Contour2D	Contour2D	Contour2D	Contour2D	Contour2D	Contour2D	(Prototype available) Contour2D	Contour2D
ContourPolyline2D	ContourPolyline2D	ContourPolyline2D	ContourPolyline2D	ContourPolyline2D	ContourPolyline2D	(Prototype available) ContourPolyline2D	ContourPolyline2D
Convolver	Convolver	Convolver	Convolver	Convolver	Convolver		
Coordinate	Coordinate	Coordinate	Coordinate	Coordinate	Coordinate	Coordinate	Coordinate
CoordinateChaser	CoordinateChaser	CoordinateChaser	CoordinateChaser	CoordinateChaser	CoordinateChaser		
CoordinateDamper	CoordinateDamper	CoordinateDamper	CoordinateDamper	CoordinateDamper	CoordinateDamper		
CoordinateDouble	CoordinateDouble	CoordinateDouble	CoordinateDouble	CoordinateDouble	CoordinateDouble	(Prototype available) CoordinateDouble	CoordinateDouble
CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator	CoordinateInterpolator
CoordinateInterpolator2D	CoordinateInterpolator2D	CoordinateInterpolator2D	CoordinateInterpolator2D	CoordinateInterpolator2D	CoordinateInterpolator2D	(Prototype available) CoordinateInterpolator2D	CoordinateInterpolator2D
Cylinder	Cylinder	Cylinder	Cylinder	Cylinder	Cylinder	Cylinder	Cylinder
CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor	CylinderSensor
Delay	Delay	Delay	Delay	Delay	Delay		
DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight	DirectionalLight
DISEntityManager	DISEntityManager	DISEntityManager	DISEntityManager	DISEntityManager	DISEntityManager		
DISEntityTypeMapping	DISEntityTypeMapping	DISEntityTypeMapping	DISEntityTypeMapping	DISEntityTypeMapping	DISEntityTypeMapping		
Disk2D	Disk2D	Disk2D	Disk2D	Disk2D	Disk2D	(Prototype available) Disk2D	Disk2D

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DoubleAxisHingeJoint	DoubleAxisHingeJoint	DoubleAxisHingeJoint	DoubleAxisHingeJoint	DoubleAxisHingeJoint	DoubleAxisHingeJoint	(Grey background: unsupported or forward compatible, .wrl VRML97)		
DynamicsCompressor	DynamicsCompressor	DynamicsCompressor	DynamicsCompressor	DynamicsCompressor	DynamicsCompressor			
EaseInEaseOut	EaseInEaseOut	EaseInEaseOut	EaseInEaseOut	EaseInEaseOut	EaseInEaseOut			
EdgeEnhancementVolumeStyle	EdgeEnhancementVolumeStyle	EdgeEnhancementVolumeStyle	EdgeEnhancementVolumeStyle	EdgeEnhancementVolumeStyle	EdgeEnhancementVolumeStyle			
ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid	ElevationGrid	
EspduTransform	EspduTransform	EspduTransform	EspduTransform	EspduTransform	EspduTransform	(Java Prototype available) EspduTransform		
ExplosionEmitter	ExplosionEmitter	ExplosionEmitter	ExplosionEmitter	ExplosionEmitter	ExplosionEmitter			
EXPORT	EXPORT	EXPORT	EXPORT	EXPORT	EXPORT			
ExternProtoDeclare	ExternProtoDeclare	ExternProtoDeclare	ExternProtoDeclare	ExternProtoDeclare	ExternProtoDeclare			
Extrusion	Extrusion	Extrusion	Extrusion	Extrusion	Extrusion	Extrusion	Extrusion	
field	field	field	field	field	field			
fieldValue	fieldValue	fieldValue	fieldValue	fieldValue	fieldValue			
FillProperties	FillProperties	FillProperties	FillProperties	FillProperties	FillProperties			
FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute	FloatVertexAttribute			
Fog	Fog	Fog	Fog	Fog	Fog	Fog	Fog	
FogCoordinate	FogCoordinate	FogCoordinate	FogCoordinate	FogCoordinate	FogCoordinate			
FontStyle	FontStyle	FontStyle	FontStyle	FontStyle	FontStyle	FontStyle	FontStyle	
ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel	ForcePhysicsModel			
Gain	Gain	Gain	Gain	Gain	Gain			
GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture	GeneratedCubeMapTexture			
GeoCoordinate	GeoCoordinate	GeoCoordinate	GeoCoordinate	GeoCoordinate	GeoCoordinate	(Prototype available)	GeoCoordinate	
GeoElevationGrid	GeoElevationGrid	GeoElevationGrid	GeoElevationGrid	GeoElevationGrid	GeoElevationGrid	(Prototype available)	GeoElevationGrid	
GeoLocation	GeoLocation	GeoLocation	GeoLocation	GeoLocation	GeoLocation	(Prototype available)	GeoLocation	
GeoLOD	GeoLOD	GeoLOD	GeoLOD	GeoLOD	GeoLOD	(Prototype available)	GeoLOD	
GeoMetadata	GeoMetadata	GeoMetadata	GeoMetadata	GeoMetadata	GeoMetadata	(Prototype available)	GeoMetadata	
GeoOrigin	GeoOrigin	GeoOrigin	GeoOrigin	GeoOrigin	GeoOrigin	(Prototype available)	GeoOrigin	
GeoPositionInterpolator	GeoPositionInterpolator	GeoPositionInterpolator	GeoPositionInterpolator	GeoPositionInterpolator	GeoPositionInterpolator	(Prototype available)	GeoPositionInterpolator	
GeoProximitySensor	GeoProximitySensor	GeoProximitySensor	GeoProximitySensor	GeoProximitySensor	GeoProximitySensor			
GeoTouchSensor	GeoTouchSensor	GeoTouchSensor	GeoTouchSensor	GeoTouchSensor	GeoTouchSensor	(Prototype available)	GeoTouchSensor	
GeoTransform	GeoTransform	GeoTransform	GeoTransform	GeoTransform	GeoTransform			
GeoViewpoint	GeoViewpoint	GeoViewpoint	GeoViewpoint	GeoViewpoint	GeoViewpoint	(Prototype available)	GeoViewpoint	
Group	Group	Group	Group	Group	Group	Group	Group	
HAnimDisplacer	HAnimDisplacer	HAnimDisplacer	HAnimDisplacer	HAnimDisplacer	HAnimDisplacer	(Prototype available)	HAnimDisplacer	
HAnimHumanoid	HAnimHumanoid	HAnimHumanoid	HAnimHumanoid	HAnimHumanoid	HAnimHumanoid	(Prototype available)	HAnimHumanoid	
HAnimJoint	HAnimJoint	HAnimJoint	HAnimJoint	HAnimJoint	HAnimJoint	(Prototype available)	HAnimJoint	
HAnimMotion	HAnimMotion	HAnimMotion	HAnimMotion	HAnimMotion	HAnimMotion	(perhaps prototype is possible?)		
HAnimSegment	HAnimSegment	HAnimSegment	HAnimSegment	HAnimSegment	HAnimSegment	(Prototype available)	HAnimSegment	
HAnimSite	HAnimSite	HAnimSite	HAnimSite	HAnimSite	HAnimSite	(Prototype available)	HAnimSite	
head	head	head	head	head	head			
ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture	ImageCubeMapTexture			
ImageTexture	ImageTexture	ImageTexture	ImageTexture	ImageTexture	ImageTexture	ImageTexture	ImageTexture	
ImageTexture3D	ImageTexture3D	ImageTexture3D	ImageTexture3D	ImageTexture3D	ImageTexture3D			
IMPORT	IMPORT	IMPORT	IMPORT	IMPORT	IMPORT			
IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	IndexedFaceSet	
IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet	IndexedLineSet	
IndexedQuadSet	IndexedQuadSet	IndexedQuadSet	IndexedQuadSet	IndexedQuadSet	IndexedQuadSet	(Prototype available)	IndexedQuadSet	
IndexedTriangleFanSet	IndexedTriangleFanSet	IndexedTriangleFanSet	IndexedTriangleFanSet	IndexedTriangleFanSet	IndexedTriangleFanSet	(Prototype available)	IndexedTriangleFanSet	
IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet	IndexedTriangleSet	(Prototype available)	IndexedTriangleSet	
IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet	IndexedTriangleStripSet	(Prototype available)	IndexedTriangleStripSet	
Inline	Inline	Inline	Inline	Inline	Inline	Inline	Inline	
IntegerSequencer	IntegerSequencer	IntegerSequencer	IntegerSequencer	IntegerSequencer	IntegerSequencer	(Prototype available)	IntegerSequencer	
IntegerTrigger	IntegerTrigger	IntegerTrigger	IntegerTrigger	IntegerTrigger	IntegerTrigger	(Prototype available)	IntegerTrigger	
IS	IS	IS	IS	IS	IS			
IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData	IsoSurfaceVolumeData			
KeySensor	KeySensor	KeySensor	KeySensor	KeySensor	KeySensor			
Layer	Layer	Layer	Layer	Layer	Layer			
LayerSet	LayerSet	LayerSet	LayerSet	LayerSet	LayerSet			
Layout	Layout	Layout	Layout	Layout	Layout			
LayoutGroup	LayoutGroup	LayoutGroup	LayoutGroup	LayoutGroup	LayoutGroup			
LayoutLayer	LayoutLayer	LayoutLayer	LayoutLayer	LayoutLayer	LayoutLayer			
LinePickSensor	LinePickSensor	LinePickSensor	LinePickSensor	LinePickSensor	LinePickSensor			
LineProperties	LineProperties	LineProperties	LineProperties	LineProperties	LineProperties	LineProperties	LineProperties	
LineSet	LineSet	LineSet	LineSet	LineSet	LineSet	(Prototype available)	LineSet	
ListenerPointSource	ListenerPointSource	ListenerPointSource	ListenerPointSource	ListenerPointSource	ListenerPointSource			
LoadSensor	LoadSensor	LoadSensor	LoadSensor	LoadSensor	LoadSensor	(Prototype available)	LoadSensor	
LocalFog	LocalFog	LocalFog	LocalFog	LocalFog	LocalFog			
LOD	LOD	LOD	LOD	LOD	LOD	LOD	LOD	

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	(with basis for X3DUOM construction)					(Grey background: unsupported or forward compatible, .wrl VRML97)		
Material	Material	Material	Material	Material	Material	Material	Material	
Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute	Matrix3VertexAttribute			
Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute	Matrix4VertexAttribute			
meta	meta	meta	meta	meta	meta			
MetadataBoolean	MetadataBoolean	MetadataBoolean	MetadataBoolean	MetadataBoolean	MetadataBoolean	(Prototype available)	MetadataBoolean	
MetadataDouble	MetadataDouble	MetadataDouble	MetadataDouble	MetadataDouble	MetadataDouble	(Prototype available)	MetadataDouble	
MetadataFloat	MetadataFloat	MetadataFloat	MetadataFloat	MetadataFloat	MetadataFloat	(Prototype available)	MetadataFloat	
MetadataInteger	MetadataInteger	MetadataInteger	MetadataInteger	MetadataInteger	MetadataInteger	(Prototype available)	MetadataInteger	
MetadataSet	MetadataSet	MetadataSet	MetadataSet	MetadataSet	MetadataSet	(Prototype available)	MetadataSet	
MetadataString	MetadataString	MetadataString	MetadataString	MetadataString	MetadataString	(Prototype available)	MetadataString	
MicrophoneSource	MicrophoneSource	MicrophoneSource	MicrophoneSource	MicrophoneSource				
MotorJoint	MotorJoint	MotorJoint	MotorJoint	MotorJoint	MotorJoint			
MovieTexture	MovieTexture	MovieTexture	MovieTexture	MovieTexture	MovieTexture		MovieTexture	
MultiTexture	MultiTexture	MultiTexture	MultiTexture	MultiTexture	MultiTexture			
MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate	MultiTextureCoordinate			
MultiTextureTransform	MultiTextureTransform	MultiTextureTransform	MultiTextureTransform	MultiTextureTransform	MultiTextureTransform			
NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo	NavigationInfo	
Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal	
NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator	NormalInterpolator	
NurbsCurve	NurbsCurve	NurbsCurve	NurbsCurve	NurbsCurve	NurbsCurve	(Java Prototype available)	NurbsCurve	
NurbsCurve2D	NurbsCurve2D	NurbsCurve2D	NurbsCurve2D	NurbsCurve2D	NurbsCurve2D	(Java Prototype available)	NurbsCurve2D	
NurbsOrientationInterpolator	NurbsOrientationInterpolator	NurbsOrientationInterpolator	NurbsOrientationInterpolator	NurbsOrientationInterpolator		(Java Prototype available)	NurbsOrientationInterpolator	
NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface	NurbsPatchSurface	(Java Prototype available)	NurbsPatchSurface	
NurbsPositionInterpolator	NurbsPositionInterpolator	NurbsPositionInterpolator	NurbsPositionInterpolator	NurbsPositionInterpolator		(Java Prototype available)	NurbsPositionInterpolator	
NurbsSet	NurbsSet	NurbsSet	NurbsSet	NurbsSet		(Java Prototype available)	NurbsSet	
NurbsSurfaceInterpolator	NurbsSurfaceInterpolator	NurbsSurfaceInterpolator	NurbsSurfaceInterpolator	NurbsSurfaceInterpolator		(Java Prototype available)	NurbsSurfaceInterpolator	
NurbsSweptSurface	NurbsSweptSurface	NurbsSweptSurface	NurbsSweptSurface	NurbsSweptSurface		(Java Prototype available)	NurbsSweptSurface	
NurbsSwungSurface	NurbsSwungSurface	NurbsSwungSurface	NurbsSwungSurface	NurbsSwungSurface		(Java Prototype available)	NurbsSwungSurface	
NurbsTextureCoordinate	NurbsTextureCoordinate	NurbsTextureCoordinate	NurbsTextureCoordinate	NurbsTextureCoordinate		(Java Prototype available)	NurbsTextureCoordinate	
NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface	NurbsTrimmedSurface	(Java Prototype available)	NurbsTrimmedSurface	
OpacityMapVolumeStyle	OpacityMapVolumeStyle	OpacityMapVolumeStyle	OpacityMapVolumeStyle	OpacityMapVolumeStyle	OpacityMapVolumeStyle			
OrientationChaser	OrientationChaser	OrientationChaser	OrientationChaser	OrientationChaser				
OrientationDamper	OrientationDamper	OrientationDamper	OrientationDamper	OrientationDamper	OrientationDamper			
OrientationInterpolator	OrientationInterpolator	OrientationInterpolator	OrientationInterpolator	OrientationInterpolator				
OrthoViewpoint	OrthoViewpoint	OrthoViewpoint	OrthoViewpoint	OrthoViewpoint	OrthoViewpoint	OrientationInterpolator	OrientationInterpolator	
OscillatorSource	OscillatorSource	OscillatorSource	OscillatorSource	OscillatorSource				
PackagedShader	PackagedShader	PackagedShader	PackagedShader	PackagedShader				
ParticleSystem	ParticleSystem	ParticleSystem	ParticleSystem	ParticleSystem	ParticleSystem			
PeriodicWave	PeriodicWave	PeriodicWave	PeriodicWave	PeriodicWave				
PeriodicWave	PeriodicWave	PeriodicWave	PeriodicWave	PeriodicWave				
PickableGroup	PickableGroup	PickableGroup	PickableGroup	PickableGroup				
PixelTexture	PixelTexture	PixelTexture	PixelTexture	PixelTexture	PixelTexture	PixelTexture	PixelTexture	
PixelTexture3D	PixelTexture3D	PixelTexture3D	PixelTexture3D	PixelTexture3D				
PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor	PlaneSensor	
PointEmitter	PointEmitter	PointEmitter	PointEmitter	PointEmitter				
PointLight	PointLight	PointLight	PointLight	PointLight	PointLight	PointLight	PointLight	
PointPickSensor	PointPickSensor	PointPickSensor	PointPickSensor	PointPickSensor				
PointProperties	PointProperties	PointProperties	PointProperties	PointProperties	PointProperties			
PointSet	PointSet	PointSet	PointSet	PointSet	PointSet	PointSet	PointSet	
Polyline2D	Polyline2D	Polyline2D	Polyline2D	Polyline2D		(Prototype available)	Polyline2D	
PolylineEmitter	PolylineEmitter	PolylineEmitter	PolylineEmitter	PolylineEmitter				
Polypoint2D	Polypoint2D	Polypoint2D	Polypoint2D	Polypoint2D		(Prototype available)	Polypoint2D	
PositionChaser	PositionChaser	PositionChaser	PositionChaser	PositionChaser				
PositionChaser2D	PositionChaser2D	PositionChaser2D	PositionChaser2D	PositionChaser2D				
PositionDamper	PositionDamper	PositionDamper	PositionDamper	PositionDamper				
PositionDamper2D	PositionDamper2D	PositionDamper2D	PositionDamper2D	PositionDamper2D				
PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator	PositionInterpolator	
PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D	PositionInterpolator2D	(Prototype available)	PositionInterpolator2D	
PrimitivePickSensor	PrimitivePickSensor	PrimitivePickSensor	PrimitivePickSensor	PrimitivePickSensor				
ProgramShader	ProgramShader	ProgramShader	ProgramShader	ProgramShader	ProgramShader			
ProjectionVolumeStyle	ProjectionVolumeStyle	ProjectionVolumeStyle	ProjectionVolumeStyle	ProjectionVolumeStyle	ProjectionVolumeStyle			
-	ProtoBody	ProtoBody	ProtoBody	ProtoBody	ProtoBody			
ProtoDeclare	ProtoDeclare	ProtoDeclare	ProtoDeclare	ProtoDeclare	ProtoDeclare			
ProtoInstance	ProtoInstance	ProtoInstance	ProtoInstance	ProtoInstance	ProtoInstance			
-	ProtoInterface	ProtoInterface	ProtoInterface	ProtoInterface	ProtoInterface			
ProximitySensor	ProximitySensor	ProximitySensor	ProximitySensor	ProximitySensor	ProximitySensor	ProximitySensor	ProximitySensor	
QuadSet	QuadSet	QuadSet	QuadSet	QuadSet	QuadSet	(Prototype available)	QuadSet	

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	(with basis for X3DUOM construction)					(Grey background: unsupported or forward compatible, .wrl VRML97)		
ReceiverPdu	ReceiverPdu	ReceiverPdu	ReceiverPdu	ReceiverPdu	ReceiverPdu		ReceiverPdu	
Rectangle2D	Rectangle2D	Rectangle2D	Rectangle2D				Rectangle2D	
RigidBody	RigidBody	RigidBody	RigidBody		RigidBody			
RigidBodyCollection	RigidBodyCollection	RigidBodyCollection	RigidBodyCollection	RigidBodyCollection	RigidBodyCollection			
ROUTE	ROUTE	ROUTE	ROUTE	ROUTE	ROUTE			
ScalarChaser	ScalarChaser	ScalarChaser	ScalarChaser	ScalarChaser	ScalarChaser			
ScalarDamper	ScalarDamper	ScalarDamper	ScalarDamper	ScalarDamper	ScalarDamper			
ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	ScalarInterpolator	
-	Scene	Scene	Scene	Scene	Scene			
ScreenFontStyle	ScreenFontStyle	ScreenFontStyle	ScreenFontStyle	ScreenFontStyle	ScreenFontStyle			
ScreenGroup	ScreenGroup	ScreenGroup	ScreenGroup	ScreenGroup	ScreenGroup			
Script	Script	Script	Script	Script	Script	Script	Script	
SegmentedVolumeData	SegmentedVolumeData	SegmentedVolumeData	SegmentedVolumeData	SegmentedVolumeData	SegmentedVolumeData			
ShadedVolumeStyle	ShadedVolumeStyle	ShadedVolumeStyle	ShadedVolumeStyle	ShadedVolumeStyle	ShadedVolumeStyle			
ShaderPart	ShaderPart	ShaderPart	ShaderPart	ShaderPart	ShaderPart			
ShaderProgram	ShaderProgram	ShaderProgram	ShaderProgram	ShaderProgram	ShaderProgram			
Shape	Shape	Shape	Shape	Shape	Shape	Shape	Shape	
SignalPdu	SignalPdu	SignalPdu	SignalPdu	SignalPdu	SignalPdu		SignalPdu	
SilhouetteEnhancementVolumeStyle	SilhouetteEnhancementVolumeStyle	SilhouetteEnhancementVolumeStyle	SilhouetteEnhancementVolumeStyle	SilhouetteEnhancementVolumeStyle	SilhouetteEnhancementVolumeStyle			
SingleAxisHingeJoint	SingleAxisHingeJoint	SingleAxisHingeJoint	SingleAxisHingeJoint	SingleAxisHingeJoint	SingleAxisHingeJoint			
SliderJoint	SliderJoint	SliderJoint	SliderJoint	SliderJoint	SliderJoint			
Sound	Sound	Sound	Sound	Sound	Sound	Sound	Sound	
<b>SpatialSound</b>	<b>SpatialSound</b>	<b>SpatialSound</b>	<b>SpatialSound</b>	<b>SpatialSound</b>	<b>SpatialSound</b>			
Sphere	Sphere	Sphere	Sphere	Sphere	Sphere	Sphere	Sphere	
SphereSensor	SphereSensor	SphereSensor	SphereSensor	SphereSensor	SphereSensor	SphereSensor	SphereSensor	
SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator	SplinePositionInterpolator			
SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D	SplinePositionInterpolator2D			
SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator	SplineScalarInterpolator			
SpotLight	SpotLight	SpotLight	SpotLight	SpotLight	SpotLight	SpotLight	SpotLight	
SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator	SquadOrientationInterpolator			
StaticGroup	StaticGroup	StaticGroup	StaticGroup	StaticGroup	StaticGroup			
<b>StreamAudioDestination</b>	<b>StreamAudioDestination</b>	<b>StreamAudioDestination</b>	<b>StreamAudioDestination</b>	<b>StreamAudioDestination</b>	<b>StreamAudioDestination</b>			
<b>StreamAudioSource</b>	<b>StreamAudioSource</b>	<b>StreamAudioSource</b>	<b>StreamAudioSource</b>	<b>StreamAudioSource</b>	<b>StreamAudioSource</b>			
StringSensor	StringSensor	StringSensor	StringSensor	StringSensor	StringSensor			
SurfaceEmitter	SurfaceEmitter	SurfaceEmitter	SurfaceEmitter	SurfaceEmitter	SurfaceEmitter			
Switch	Switch	Switch	Switch	Switch	Switch	Switch	Switch	
TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D	TexCoordChaser2D			
TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D	TexCoordDamper2D			
Text	Text	Text	Text	Text	Text	Text	Text	
TextureBackground	TextureBackground	TextureBackground	TextureBackground	TextureBackground	TextureBackground			
TextureCoordinate	TextureCoordinate	TextureCoordinate	TextureCoordinate	TextureCoordinate	TextureCoordinate	TextureCoordinate		
TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D	TextureCoordinate3D			
TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D	TextureCoordinate4D			
TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator	TextureCoordinateGenerator			
<b>TextureProjector</b>	<b>TextureProjector</b>	<b>TextureProjector</b>	<b>TextureProjector</b>	<b>TextureProjector</b>	<b>TextureProjector</b>			
<b>TextureProjectorParallel</b>	<b>TextureProjectorParallel</b>	<b>TextureProjectorParallel</b>	<b>TextureProjectorParallel</b>	<b>TextureProjectorParallel</b>	<b>TextureProjectorParallel</b>			
TextureProperties	TextureProperties	TextureProperties	TextureProperties	TextureProperties	TextureProperties			
TextureTransform	TextureTransform	TextureTransform	TextureTransform	TextureTransform	TextureTransform	TextureTransform		
TextureTransform3D	TextureTransform3D	TextureTransform3D	TextureTransform3D	TextureTransform3D	TextureTransform3D			
TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D	TextureTransformMatrix3D			
TimeSensor	TimeSensor	TimeSensor	TimeSensor	TimeSensor	TimeSensor	TimeSensor	TimeSensor	
TimeTrigger	TimeTrigger	TimeTrigger	TimeTrigger	TimeTrigger	TimeTrigger	TimeSensor (Prototype available)	TimeTrigger	
ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle	ToneMappedVolumeStyle			
TouchSensor	TouchSensor	TouchSensor	TouchSensor	TouchSensor	TouchSensor	TouchSensor	TouchSensor	
Transform	Transform	Transform	Transform	Transform	Transform	Transform	Transform	
TransformSensor	TransformSensor	TransformSensor	TransformSensor	TransformSensor	TransformSensor			
TransmitterPdu	TransmitterPdu	TransmitterPdu	TransmitterPdu	TransmitterPdu	TransmitterPdu		TransmitterPdu	
TriangleFanSet	TriangleFanSet	TriangleFanSet	TriangleFanSet	TriangleFanSet	TriangleFanSet		TriangleFanSet	
TriangleSet	TriangleSet	TriangleSet	TriangleSet	TriangleSet	TriangleSet		TriangleSet	
TriangleSet2D	TriangleSet2D	TriangleSet2D	TriangleSet2D	TriangleSet2D	TriangleSet2D		TriangleSet2D	
TriangleStripSet	TriangleStripSet	TriangleStripSet	TriangleStripSet	TriangleStripSet	TriangleStripSet		TriangleStripSet	
TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial	TwoSidedMaterial			
UNIT	unit	unit	unit	unit	unit			
UniversalJoint	UniversalJoint	UniversalJoint	UniversalJoint	UniversalJoint	UniversalJoint			
<b>UnlitMaterial</b>	<b>UnlitMaterial</b>	<b>UnlitMaterial</b>	<b>UnlitMaterial</b>	<b>UnlitMaterial</b>	<b>UnlitMaterial</b>			
Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	Viewpoint	
ViewpointGroup	ViewpointGroup	ViewpointGroup	ViewpointGroup	ViewpointGroup	ViewpointGroup			

X3D Model Validation		X3D version 4.0			updated 16 January 2023		<a href="https://www.web3d.org/specifications/X3dNodeInventoryComparison.xlsx">https://www.web3d.org/specifications/X3dNodeInventoryComparison.xlsx</a> <a href="https://www.web3d.org/specifications/X3dNodeInventoryComparison.pdf">https://www.web3d.org/specifications/X3dNodeInventoryComparison.pdf</a>	
Node and Statement Support								
X3D Abstract Specification Node Index	X3D XML Schema validation	X3D XML DOCTYPE DTD validation	X3D JSON Schema	X3D Tooltips	X3D Schematron validation	VRML97 Specification	X3dToVrml97.xslt	
	(with basis for X3DUOM construction)						(Grey background: unsupported or forward compatible, .wrl VRML97)	
Viewport	Viewport	Viewport		Viewport				
VisibilitySensor	VisibilitySensor	VisibilitySensor		VisibilitySensor	VisibilitySensor	VisibilitySensor	VisibilitySensor	VisibilitySensor
VolumeData	VolumeData	VolumeData		VolumeData	VolumeData			
VolumeEmitter	VolumeEmitter	VolumeEmitter		VolumeEmitter				
VolumePickSensor	VolumePickSensor	VolumePickSensor		VolumePickSensor				
WindPhysicsModel	WindPhysicsModel	WindPhysicsModel		WindPhysicsModel				
WorldInfo	WorldInfo	WorldInfo		WorldInfo	WorldInfo	WorldInfo	WorldInfo	WorldInfo
X3D	X3D	X3D		X3D	X3D	#VRML	#X3D, #VRML	
<b>Supported nodes and statements:</b>	100%	100%		100%	73%	30%	44%	
276	276	276		276	202	56	122	
<b>Unimplemented nodes and statements:</b>								
0	0	0	276	0	74	-1	98	
<b>References</b>						<a href="#">55 nodes in VRML97 Specification</a> <a href="#">83 nodes in VRML97 Amendment 1</a>		
<a href="#">X3D v4.0 Architecture Draft Specification</a>	<a href="#">X3D Schema Validation</a>	<a href="#">X3D DOCTYPE (DTD) Validation</a>		<a href="#">X3D Resources: Tooltips</a>	<a href="#">X3D Schematron validation</a>			
						VRML prototypes total: 55		
						VRML+Java prototypes total: 15		
<b>HTML5 support goals</b>								
* required for X3D Immersive Profile								
* suggested for HTML5 support								
* priority nodes and statements missing:								

X3D v4.0 Node and Statement Profiles, Components and Levels				updated	16 January 2023
X3D Abstract Specification Nodes, Statements	First	Minimum Profile	Component	Component Level	Notes
	Version			for Full Support	
CADAssembly	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	2	W3C Web Audio API
CADFace	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	2	W3C Web Audio API
CADLayer	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	2	
CADPart	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	2	Supports glTF 2.0
IndexedQuadSet	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	1	
QuadSet	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	1	
component	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	Supports MIDI 2.0
connect	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Core</a>	1	W3C Web Audio API
ExternProtoDeclare	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	alpha value optionally supported until level 4
field	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
fieldValue	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
head	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	W3C Web Audio API
IS	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Core</a>	1	
meta	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
MetadataBoolean	<a href="#">3.3</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
MetadataDouble	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
MetadataFloat	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
MetadataInteger	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
MetadataSet	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
MetadataString	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
ProtoBody	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	W3C Web Audio API
ProtoDeclare	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
ProtoInstance	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
ProtoInterface	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
ROUTE	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
Scene	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	
unit	<a href="#">3.3</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	W3C Web Audio API
WorldInfo	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	W3C Web Audio API
X3D	<a href="#">3.0</a>	<a href="#">Core</a>	<a href="#">Core</a>	1	W3C Web Audio API
ComposedCubeMapTexture	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CubeMapTexturing</a>	1	
GeneratedCubeMapTexture	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CubeMapTexturing</a>	3	
ImageCubeMapTexture	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CubeMapTexturing</a>	2	
DISEntityManager	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">DIS</a>	2	
DISEntityTypeMapping	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">DIS</a>	2	
EspduTransform	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">DIS</a>	1	
ReceiverPdu	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">DIS</a>	1	contacts_changed requires level 2
SignalPdu	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">DIS</a>	1	
TransmitterPdu	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">DIS</a>	1	15,000 colors minimum
Background	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">EnvironmentalEffects</a>	1	
Fog	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">EnvironmentalEffects</a>	2	
FogCoordinate	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">EnvironmentalEffects</a>	4	
LocalFog	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">EnvironmentalEffects</a>	4	15,000 colors minimum, alpha optional until level 4
TextureBackground	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">EnvironmentalEffects</a>	3	X3D statement
ProximitySensor	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">EnvironmentalSensor</a>	1	
TransformSensor	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">EnvironmentalSensor</a>	3	
VisibilitySensor	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">EnvironmentalSensor</a>	2	
BooleanFilter	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">EventUtilities</a>	1	ordered field is treated as field unless level 2
BooleanSequencer	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">EventUtilities</a>	1	
BooleanToggle	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">EventUtilities</a>	1	



X3D v4.0 Node and Statement Profiles, Components and Levels				updated 16 January 2023	
X3D Abstract Specification Nodes, Statements	First Version	Minimum Profile	Component	Component Level for Full Support	Notes
CADAssembly	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	2	W3C Web Audio API
BooleanTrigger	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">EventUtilities</a>	1	supports ProtoDeclare statement
IntegerSequencer	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">EventUtilities</a>	1	
IntegerTrigger	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">EventUtilities</a>	1	
TimeTrigger	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">EventUtilities</a>	1	
ColorChaser	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	W3C Web Audio API
ColorDamper	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
CoordinateChaser	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
CoordinateDamper	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
OrientationChaser	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
OrientationDamper	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
PositionChaser	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
PositionChaser2D	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
PositionDamper	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
PositionDamper2D	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	W3C Web Audio API
ScalarChaser	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	Not scoped by parent Group or Transform
ScalarDamper	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
TexCoordChaser2D	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
TexCoordDamper2D	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Followers</a>	1	
Arc2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geometry2D</a>	2	
ArcClose2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geometry2D</a>	2	W3C Web Audio API
Circle2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geometry2D</a>	2	
Disk2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geometry2D</a>	2	
Polyline2D	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Geometry2D</a>	1	
Polypoint2D	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Geometry2D</a>	1	
Rectangle2D	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Geometry2D</a>	1	
TriangleSet2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geometry2D</a>	1	supports Inline event passing for scalable world animation
Box	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Geometry3D</a>	1	statement supports ProtoDeclare statement
Cone	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Geometry3D</a>	1	
Cylinder	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Geometry3D</a>	1	Prototypes fields are Core, Script fields are Immersive
ElevationGrid	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">Geometry3D</a>	3	Optional until Interactive profile or Core component level 2
Extrusion	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Geometry3D</a>	4	
IndexedFaceSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Geometry3D</a>	2	
Sphere	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Geometry3D</a>	1	
GeoCoordinate	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	1	
GeoElevationGrid	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	1	
GeoLocation	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	1	
GeoLOD	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	1	W3C Web Audio API
GeoMetadata	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	1	
GeoOrigin	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	1	
GeoPositionInterpolator	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	1	
GeoProximitySensor	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	2	
GeoTouchSensor	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	1	
GeoTransform	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	2	
GeoViewpoint	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Geospatial</a>	1	
Group	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Grouping</a>	1	
StaticGroup	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Grouping</a>	3	
Switch	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">Grouping</a>	2	
Transform	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Grouping</a>	1	

X3D v4.0 Node and Statement Profiles, Components and Levels				updated 16 January 2023	
X3D Abstract Specification Nodes, Statements	First Version	Minimum Profile	Component	Component Level for Full Support	Notes
CADAssembly	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	2	W3C Web Audio API
HAnimDisplacer	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">H-Anim</a>	1	
HAnimHumanoid	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">H-Anim</a>	2	addChildren, removeChildren optional until Interactive profile or component level 2
HAnimJoint	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">H-Anim</a>	1	
<b>HAnimMotion</b>	<b><a href="#">4.0</a></b>	<b><a href="#">Full</a></b>	<b><a href="#">H-Anim</a></b>	<b>3</b>	X3D 4.0 supports HAnim 2.0, level 2 adds skin geometry
HAnimSegment	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">H-Anim</a>	1	
HAnimSite	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">H-Anim</a>	1	Supports BVH motion capture (mocap) conversion
ColorInterpolator	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Interpolation</a>	2	
CoordinateInterpolator	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Interpolation</a>	1	
CoordinateInterpolator2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Interpolation</a>	3	matches HTML5 head statement for document meta information
EaseInEaseOut	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Interpolation</a>	4	
NormalInterpolator	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Interpolation</a>	2	
OrientationInterpolator	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Interpolation</a>	1	
PositionInterpolator	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Interpolation</a>	1	supports Inline event passing for scalable world animation
PositionInterpolator2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Interpolation</a>	3	
ScalarInterpolator	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Interpolation</a>	1	
SplinePositionInterpolator	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Interpolation</a>	4	
SplinePositionInterpolator2D	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Interpolation</a>	4	
SplineScalarInterpolator	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Interpolation</a>	4	
SquadOrientationInterpolator	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Interpolation</a>	5	
KeySensor	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">KeyDeviceSensor</a>	1	Inline can require higher profile to match parent scene. Optional support for load, refresh.
StringSensor	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">KeyDeviceSensor</a>	2	
Layer	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Layering</a>	1	
LayerSet	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Layering</a>	1	in support of ProtoDeclare statement
Viewport	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Layering</a>	1	
Layout	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Layout</a>	1	
LayoutGroup	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Layout</a>	1	
LayoutLayer	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Layout</a>	1	
ScreenFontStyle	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Layout</a>	2	
ScreenGroup	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Layout</a>	2	
DirectionalLight	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Lighting</a>	1	
PointLight	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">Lighting</a>	2	
SpotLight	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">Lighting</a>	2	Supports glTF 2.0
Billboard	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Navigation</a>	2	
Collision	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Navigation</a>	2	W3C Web Audio API
LOD	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Navigation</a>	2	
NavigationInfo	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Navigation</a>	1	
OrthoViewpoint	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Navigation</a>	3	
Viewpoint	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Navigation</a>	1	Supports glTF 2.0
ViewpointGroup	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Navigation</a>	3	
Anchor	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">Networking</a>	2	
EXPORT	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">Networking</a>	3	matches HTML5 head statement for document meta information
IMPORT	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">Networking</a>	3	
Inline	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">Networking</a>	2	
LoadSensor	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Networking</a>	3	
Contour2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	4	
ContourPolyline2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	3	can construct and validate strictly typed metadata vocabularies
CoordinateDouble	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	1	
NurbsCurve	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	1	W3C Web Audio API

X3D v4.0 Node and Statement Profiles, Components and Levels					
updated 16 January 2023					
X3D Abstract Specification Nodes, Statements	First Version	Minimum Profile	Component	Component Level for Full Support	Notes
CADAssembly	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	2	W3C Web Audio API
NurbsCurve2D	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	3	
NurbsOrientationInterpolator	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	1	
NurbsPatchSurface	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	1	
NurbsPositionInterpolator	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	1	
NurbsSet	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	2	
NurbsSurfaceInterpolator	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	1	
NurbsSweptSurface	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	3	
NurbsSwungSurface	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	3	
NurbsTextureCoordinate	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	1	
NurbsTrimmedSurface	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">NURBS</a>	4	
BoundedPhysicsModel	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	2	
ConeEmitter	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	1	
ExplosionEmitter	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	1	
ForcePhysicsModel	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	1	
ParticleSystem	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	1	
PointEmitter	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	1	
PolylineEmitter	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	1	
SurfaceEmitter	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	2	
VolumeEmitter	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	2	
WindPhysicsModel	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">ParticleSystems</a>	1	
LinePickSensor	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Picking</a>	1	
PickableGroup	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Picking</a>	1	
PointPickSensor	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Picking</a>	1	
PrimitivePickSensor	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Picking</a>	2	
VolumePickSensor	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Picking</a>	3	W3C Web Audio API
CylinderSensor	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">PointingDeviceSensor</a>	1	
PlaneSensor	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">PointingDeviceSensor</a>	1	Need level 3 for geometry field
SphereSensor	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">PointingDeviceSensor</a>	1	W3C Web Audio API
TouchSensor	<a href="#">3.0</a>	<a href="#">Interactive</a>	<a href="#">PointingDeviceSensor</a>	1	Supports glTF 2.0
ClipPlane	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Rendering</a>	5	
Color	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	1	
ColorRGBA	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	1	
Coordinate	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	1	
IndexedLineSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	1	
IndexedTriangleFanSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	3	<i>radius</i> optionally supported, linear attenuation
IndexedTriangleSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	3	
IndexedTriangleStripSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	3	Supports glTF 2.0
LineSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	1	
Normal	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	2	
PointSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	1	
TriangleFanSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	3	
TriangleSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	3	
TriangleStripSet	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Rendering</a>	3	
BallJoint	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	2	
CollidableOffset	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	1	
CollidableShape	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	1	
CollisionCollection	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	1	
CollisionSensor	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	1	Non-uniform scale not supported until level 3

X3D v4.0 Node and Statement Profiles, Components and Levels					
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X3D Abstract Specification Nodes, Statements	First Version	Minimum Profile	Component	Component Level for Full Support	Notes
CADAssembly	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	2	W3C Web Audio API
CollisionSpace	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	1	
Contact	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	2	
DoubleAxisHingeJoint	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	2	Optional until Interactive profile or Core component level 2
MotorJoint	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	2	Optional until Interactive profile or Core component level 2
RigidBody	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	2	Optional until Interactive profile or Core component level 2
RigidBodyCollection	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	2	Optional until Interactive profile or Core component level 2
SingleAxisHingeJoint	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	2	position_changed, orientation_changed optional until level 2
SliderJoint	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	2	
UniversalJoint	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">RigidBodyPhysics</a>	2	
Script	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Scripting</a>	1	
ComposedShader	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Shaders</a>	1	
FloatVertexAttribute	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Shaders</a>	1	
Matrix3VertexAttribute	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Shaders</a>	1	
Matrix4VertexAttribute	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Shaders</a>	1	
PackagedShader	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Shaders</a>	1	
ProgramShader	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Shaders</a>	1	
ShaderPart	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Shaders</a>	1	X3D statement in XML encoding (implicit in ClassicVRML, VRML97)
ShaderProgram	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Shaders</a>	1	
Appearance	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Shape</a>	1	
FillProperties	<a href="#">3.0</a>	<a href="#">Full</a>	<a href="#">Shape</a>	3	
LineProperties	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Shape</a>	2	
Material	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Shape</a>	1	Use level 4 for full capabilities
PhysicalMaterial	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Shape</a>	2	
PointProperties	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Shape</a>	5	
Shape	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Shape</a>	1	
<del>TwoSidedMaterial</del>	<del><a href="#">3.2</a></del>	<del><a href="#">Full</a></del>	<del><a href="#">Shape</a></del>	4	
UnlitMaterial	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Shape</a>	1	
AcousticProperties	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
Analyser	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
AudioClip	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Sound</a>	1	
AudioDestination	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	W3C Web Audio API, adding full 3D spatial auralization
AudioDestination	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
BufferAudioSource	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
ChannelMerger	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
ChannelSelector	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
ChannelSplitter	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
Convolver	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	beamWidth optionally supported. radius optionally supported, linear attenuation
Delay	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
DynamicsCompressor	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
Gain	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	W3C Web Audio API
ListenerPointSource	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	W3C Web Audio API
MicrophoneSource	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
OscillatorSource	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
PeriodicWave	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
Sound	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Sound</a>	1	
SpatialSound	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
StreamAudioDestination	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	
StreamAudioSource	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">Sound</a>	2	

X3D v4.0 Node and Statement Profiles, Components and Levels				updated 16 January 2023	
X3D Abstract Specification Nodes, Statements	First Version	Minimum Profile	Component	Component Level for Full Support	Notes
CADAssembly	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">CADGeometry</a>	2	W3C Web Audio API
FontStyle	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Text</a>	1	
Text	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Text</a>	1	
TextureProjector	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">TextureProjection</a>	1	
TextureProjectorParallel	<a href="#">4.0</a>	<a href="#">Full</a>	<a href="#">TextureProjection</a>	2	
ImageTexture	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Texturing</a>	1	component renamed (previously TextureProjector)
MovieTexture	<a href="#">3.0</a>	<a href="#">Immersive</a>	<a href="#">Texturing</a>	3	component renamed (previously TextureProjector)
MultiTexture	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Texturing</a>	2	
MultiTextureCoordinate	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Texturing</a>	2	
MultiTextureTransform	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Texturing</a>	2	
PixelTexture	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Texturing</a>	1	
TextureCoordinate	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Texturing</a>	1	
TextureCoordinateGenerator	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Texturing</a>	2	
TextureProperties	<a href="#">3.2</a>	<a href="#">Full</a>	<a href="#">Texturing</a>	2	
TextureTransform	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Texturing</a>	1	
ComposedTexture3D	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Texturing3D</a>	1	addChildren, removeChildren optional until Interactive profile or component level 2
ImageTexture3D	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Texturing3D</a>	2	
PixelTexture3D	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Texturing3D</a>	1	
TextureCoordinate3D	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Texturing3D</a>	1	
TextureCoordinate4D	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Texturing3D</a>	1	
TextureTransform3D	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Texturing3D</a>	1	
TextureTransformMatrix3D	<a href="#">3.1</a>	<a href="#">Full</a>	<a href="#">Texturing3D</a>	1	
TimeSensor	<a href="#">3.0</a>	<a href="#">Interchange</a>	<a href="#">Time</a>	1	Deprecated
BlendedVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	3	X3D statement
BoundaryEnhancementVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	2	
CartoonVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	3	Supports glTF 2.0
ComposedVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	2	
EdgeEnhancementVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	2	
IsoSurfaceVolumeData	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	2	
OpacityMapVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	2	
ProjectionVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	2	
SegmentedVolumeData	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	2	
ShadedVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	3	
SilhouetteEnhancementVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	2	
ToneMappedVolumeStyle	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	2	
VolumeData	<a href="#">3.3</a>	<a href="#">Full</a>	<a href="#">VolumeRendering</a>	1	X3D statement

Reference:

[X3D v4.0 Architecture Draft Specification](#)

## X3D Interactive, X3D MPEG4 Interactive Profile Comparison

<http://www.web3d.org/specifications/X3dNodeInventoryComparison-X3dInteractiveMpeg4Interactive.pdf>

X3D Interactive Profile	MPEG4 Interactive Profile	To be added
Anchor	Anchor	
Appearance	Appearance	
Background	Background	
BooleanFilter	<i>* not included by MPEG</i>	
BooleanSequencer	<i>* not included by MPEG</i>	
BooleanToggle	<i>* not included by MPEG</i>	
BooleanTrigger	<i>* not included by MPEG</i>	
Box	Box	
Color	Color	
ColorInterpolator	ColorInterpolator	
ColorRGBA	ColorRGBA	
Cone	Cone	
Coordinate	Coordinate	
CoordinateInterpolator	CoordinateInterpolator	
Cylinder	Cylinder	
CylinderSensor	CylinderSensor	
DirectionalLight	DirectionalLight	
ElevationGrid	ElevationGrid	
Group	Group	
ImageTexture	ImageTexture	
IndexedFaceSet	IndexedFaceSet	
IndexedLineSet	IndexedLineSet	
IndexedTriangleFanSet	<i>* not included by MPEG</i>	
IndexedTriangleSet	<i>* not included by MPEG</i>	
IndexedTriangleStripSet	<i>* not included by MPEG</i>	
Inline	Inline	
IntegerSequencer	<i>* not included by MPEG</i>	
IntegerTrigger	<i>* not included by MPEG</i>	
KeySensor	<i>* not included by MPEG</i>	
LineSet	LineSet	
Material	Material	
MetadataBoolean	<i>* not included by MPEG</i>	
MetadataDouble	MetadataDouble	
MetadataFloat	MetadataFloat	
MetadataInteger	MetadataInteger	
MetadataSet	MetadataSet	
MetadataString	MetadataString	
MultiTexture	<i>* not included by MPEG</i>	
MultiTextureCoordinate	<i>* not included by MPEG</i>	
MultiTextureTransform	<i>* not included by MPEG</i>	
NavigationInfo	NavigationInfo	
Normal	<i>* not included by MPEG</i>	
NormalInterpolator	NormalInterpolator	

## X3D Interactive, X3D MPEG4 Interactive Profile Comparison

<http://www.web3d.org/specifications/X3dNodeInventoryComparison-X3dInteractiveMpeg4Interactive.pdf>

X3D Interactive Profile	MPEG4 Interactive Profile	To be added
OrientationInterpolator	OrientationInterpolator	
PixelTexture	PixelTexture	
PlaneSensor	PlaneSensor	
PointLight	PointLight	
PointSet	PointSet	
PositionInterpolator	PositionInterpolator	
ProximitySensor	ProximitySensor	
ScalarInterpolator	ScalarInterpolator	
Shape	Shape	
Sphere	Sphere	
SphereSensor	SphereSensor	
SpotLight	SpotLight	
StringSensor	<i>* not included by MPEG</i>	
Switch	Switch	
TextureCoordinate	TextureCoordinate	
TextureCoordinateGenerator	<i>* not included by MPEG</i>	
TextureTransform	TextureTransform	
TimeSensor	TimeSensor	
TimeTrigger	<i>* not included by MPEG</i>	
TouchSensor	TouchSensor	
Transform	Transform	
TriangleFanSet	<i>* not included by MPEG</i>	
TriangleSet	<i>* not included by MPEG</i>	
TriangleStripSet	<i>* not included by MPEG</i>	
Viewpoint	Viewpoint	
VisibilitySensor	<i>* not included by MPEG</i>	
WorldInfo	WorldInfo	
<b>Total nodes:</b>		
70	48	0
<b>Missing nodes:</b>		
0	22	0

**References:**

<http://www.web3d.org/files/specifications/19775-1/V3.3/Part01/interactive.html>

<http://www.web3d.org/files/specifications/19775-1/V3.3/Part01/MPEG4interactive.html>