

ProximitySensor

```
ProximitySensor {  
  exposedField SFVec3f  center    0 0 0  # (-,)   
  exposedField SFVec3f  size      0 0 0  # [0,)   
  exposedField SFBool   enabled   TRUE   
  eventOut    SFBool    isActive   
  eventOut    SFVec3f    position_changed   
  eventOut    SFRotation orientation_changed   
  eventOut    SFTime     enterTime   
  eventOut    SFTime     exitTime   
}
```