

SphereSensor

```
SphereSensor {  
  exposedField SFBool    autoOffset    TRUE  
  exposedField SFBool    enabled       TRUE  
  exposedField SFRotation offset        0 1 0 0 # [-1,1],(-,  
  eventOut    SFBool    isActive  
  eventOut    SFRotation rotation_changed  
  eventOut    SFVec3f    trackPoint_changed  
}
```