

TouchSensor

```
TouchSensor {  
  exposedField SFBool enabled TRUE  
  eventOut SFVec3f hitNormal_changed  
  eventOut SFVec3f hitPoint_changed  
  eventOut SFVec2f hitTexCoord_changed  
  eventOut SFBool isActive  
  eventOut SFBool isOver  
  eventOut SFTime touchTime  
}
```