

Viewpoint

```
Viewpoint {
  eventIn      SFBool    set_bind
  exposedField SFFloat   fieldOfView  0.785398 # (0,)
  exposedField SFBool    jump          TRUE
  exposedField SFRotation orientation  0 0 1 0 # [-1,1],(-,)
  exposedField SFVec3f   position     0 0 10  # (-,)
  field        SFString  description  ""
  eventOut     SFTime    bindTime
  eventOut     SFBool    isBound
}
```