

NavigationInfo

```
NavigationInfo {  
  eventIn    SFBool  set_bind  
  exposedField MFFloat avatarSize    [0.25, 1.6, 0.75] # [0,)  
  exposedField SFBool  headlight     TRUE  
  exposedField SFFloat speed         1.0           # [0,)  
  exposedField MFString type         ["WALK", "ANY"]  
  exposedField SFFloat visibilityLimit 0.0          # [0,)  
  eventOut    SFBool  isBound  
}
```