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#VRML v2.0 utf8

PROTO shape [
  exposedField SFVec3f translation 0 0 0
  field MFVec2f scale []
  eventIn MFVec2f set_scale
  eventIn SFFloat fraction
  exposedField SFColor color 1 0 0
]{
  Transform {
    translation IS translation
    rotation 0 0 1 -1.57

  children [

    Shape {
      appearance Appearance {
        material Material {
          diffuseColor IS color
        }
      }

      geometry DEF X Extrusion {
        spine [ 0 0 0, 0 1 0, 0 2 0, 0 3 0 ]
        scale IS scale
        set_scale IS set_scale
      }
    }
  ] }

  DEF S Script {
    directOutput TRUE
    eventIn SFFloat fraction IS fraction
    eventOut MFVec2f scale
    field SFNode n USE X
    field SFInt32 i 0
    field MFVec2f s1 [ 0.5 0.5, 1 1, 0.5 0.5, 0.1 0.1 ]
    field MFVec2f s2 [ 0.1 0.1, 0.3 0.3, 0.7 0.7, 0.2 0.2 ]
    field MFVec2f s3 [ 0.3 0.3, 0.8 0.8, 0.6 0.6, 0.3 0.3 ]
    field SFColor c1 1 0 0
    field SFColor c2 1 1 0
    field SFColor c3 0 1 1
    url "vrmlscript:
    function fraction(value) {
      if (value < 0.3) { n.set_scale = s1; }
      else if (value >= 0.3 && value < 0.6) { n.set_scale = s2; }
      else {
        n.set_scale = s3;
      }
    }
  }
}

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    }

    Transform {

    children [

    DEF S1 shape {
    translation 0 0 0
    color 0 0 1
    }
    DEF S2 shape {
    translation 2 1 0
    color 1 1 0
    }
    DEF S3 shape {
    translation 2 -1 0
    color 0 1 1
    }
    DEF S4 shape {
    translation 4 0 0
    color 1 0 0
    }

    ]

    }

    DEF T TimeSensor { cycleInterval 3 loop TRUE enabled TRUE }

    ROUTE T.fraction_changed TO S1.fraction
    ROUTE T.fraction_changed TO S2.fraction
    ROUTE T.fraction_changed TO S3.fraction
    ROUTE T.fraction_changed TO S4.fraction

```