

Configurator Events

Event ID	Description	Event Data
loadStart	The 3D model has started loading	-
loadProgress	The 3D model loading is in progress	(float) percent
loadEnd	The 3D model has finished loading	-
materialReady	The 3D model materials has been loaded	-
productReady	All data has been loaded and the 3D model has been rendered	-
meshSelected	The user has clicked on a mesh	(string) index - The mesh index or ID (object) uv - The UV coordinates of the click (bool) shift - Is the SHIFT key pressed? (bool) control - Is the CONTROL key pressed?
error	An error has occurred while loading or rendering of the 3D model	(int) code - An error code (string) message - The error message
textureError	An error has occurred while loading a texture	(int) code - An error code (string) message - The error message
mouseDragged	The user has rotated the 3D model using the mouse	-
componentValue Changed	A new value was assigned to a component property by the internal rules engine	(string) code - The component code (string) property - The name of affected property (string) value - The new value