

inspect3d tutorials page]]. if you have a problem that has not been covered below or in the inspect3d tutorials feel free to e-mail the support team at [support@c-motion.com](mailto:support@c-motion.com). \\ ===== working data ===== all grouped data ===== all data/workspaces that were queried, regardless of what is plotted. ===== all plotted groups ===== only perform work on the groups that are plotted on all plots. work can be performed on: \* all workspaces for those groups (regardless on if they are plotted or not) \* plotted workspaces (works on entire workspace, even if only one trace/c3d is plotted) ===== all workspaces ===== only perform work on the groups that are plotted in the active plot. \* all workspaces for those groups (regardless on if they are plotted or not) \* plotted workspaces (only works on the plotted data, so if only one trace/c3d is plotted, that is what will be used) ===== all highlighted data ===== only data that is highlighted ===== graph is missing data ===== if you plot data and there are empty data points, you may end up with a straight line at -9999999: [datamissinggraph.png](#) most calculations (mean, standard deviation, etc) will handle empty data points without an issue, so you can choose not to plot data not found: \* in the `[[inspect3d:documentation:dialogs:load_library_dialogue#plotting_options|options dialogue]]` \* uncheck `**"show data not found"` \* click `**"refresh plot"` you can also choose to exclude this data by selecting this data, right clicking -> exclude -> exclude trace (raw data). [adjusteddatamissinggraph.png](#) **\*\*note:\*\*** most calculations handle data not found, however, the input to pca should not contain any missing data points. ===== show video dialogue is missing the video display ===== if you are using inspect3d on a virtual machine (such as parallels) and you open the `[[inspect3d:documentation:dialogs:toolbar#show_video|show video dialogue]]` will not be able to see the video display. this is a known limitation of the virtual machine setup. the video dialogue will look like the dialogue displayed below. [i3dvideodialogue.png](#) } } }

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