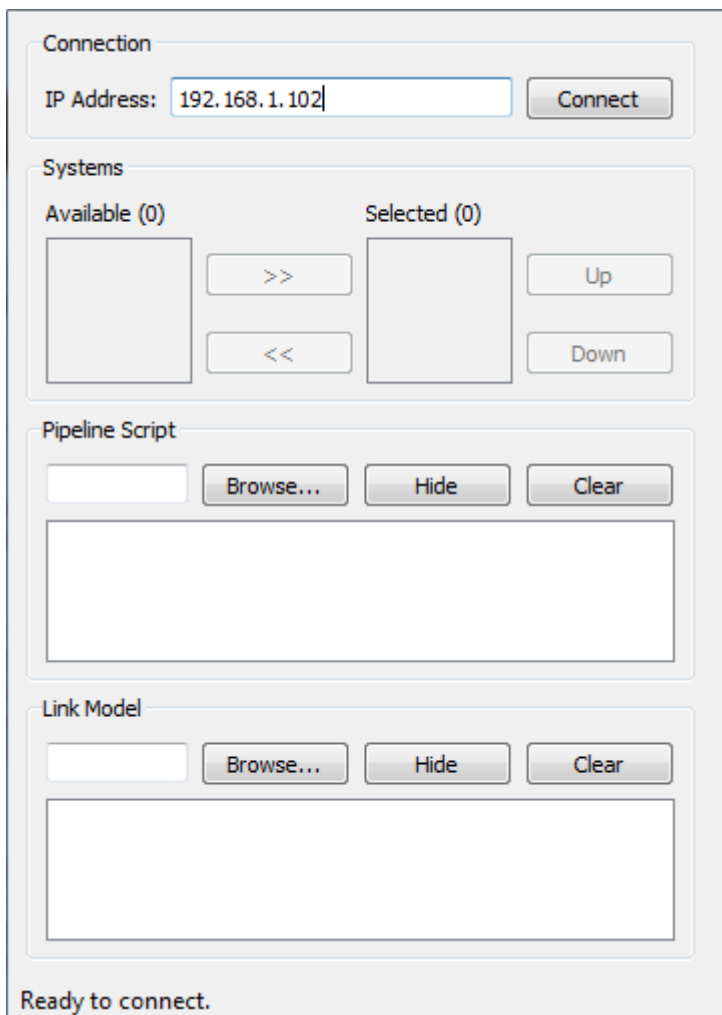


SNRC WRAMC Bader Client Tutorials

Using SNRC WRAMC Bader With Visual3DServer

1. Make sure that both [Visual3DServer](#) and the [SNRC WRAMC Bader Client](#) are installed.
2. Connect Visual3DServer to the hardware system that you are using or connect it to the sample .c3d file provided. The sample data can be found along the following file path: C:\Program Files\C-Motion\Visual3DServer\Data. This tutorial will use the sample data called run.c3d in the data folder. Details on how to connect Visual3DServer to a c3d file or hardware system can be found [here](#).
3. In the Connection section of the SNRC WRAMC Bader Client type the IP address of the computer Visual3DServer is running on. In the example below the IP Address is 192.168.1.102. If you are running the Client and Visual3DServer on the same computer both the "localhost" and 127.0.0.1 shortcuts will work.



The screenshot displays the SNRC WRAMC Bader Client interface. It features four main sections: 'Connection' with an IP Address field set to '192.168.1.102' and a 'Connect' button; 'Systems' with 'Available (0)' and 'Selected (0)' lists, navigation buttons ('>>', '<<', 'Up', 'Down'), and empty list boxes; 'Pipeline Script' with a text area, a 'Browse...' button, and 'Hide'/'Clear' buttons; and 'Link Model' with a similar layout. At the bottom, a status bar reads 'Ready to connect.'

4. Click on the Connect button and all of the hardware systems that are streaming data to Visual3DServer will appear in the Available box in the Systems section. In the example below only a C3D file is being streamed on the Server.

Connection

IP Address:

Systems

Available (1)

C3D File

>>
<<

Selected (0)

Pipeline Script

Link Model

Connected

- Click on the top arrow button between the Available box and the Selected box in order to select the hardware system that is to be used and to transfer it to the Selected box.

The screenshot displays a software interface with four main sections:

- Connection:** Contains an "IP Address:" label, a text box with "192.168.1.102", and a "Disconnect" button.
- Systems:** Features two lists: "Available (0)" (empty) and "Selected (1)" containing "C3D File". Between the lists are ">>" and "<<" buttons. To the right of the "Selected" list are "Up" and "Down" buttons.
- Pipeline Script:** Includes a text box, a "Browse..." button, and "Hide" and "Clear" buttons. Below these is a large empty text area.
- Link Model:** Similar to the Pipeline Script section, with a text box, "Browse...", "Hide", and "Clear" buttons, and a large empty text area below.

At the bottom of the interface, a status message reads: "Systems selected in priority order."

5. Click the Browse button in the Pipeline Script section in and load the pipeline script that you want to use. If you are using the sample data there is a pipeline included with the data along the following file path: C:\Program Files\C-Motion\Visual3DServer\Data named run.v3s.

Connection

IP Address:

Systems

Available (0)

>>

<<

Selected (1)

C3D File

Up

Down

Pipeline Script

Compute_Model_Based_Data
/RESULT_NAME=LFTCOM
/FUNCTION=COM_DATA
/PLATE=FS1
/SEGMENT=LFT

Link Model

Pipeline script loaded.

6. If you wish to look at foot angles you will need to add a Link Model. Click the Browse button in the Link Model section in and load the link model that you want to use. If you are using the sample data there is a link model included with the data along the following file path: C:\Program Files\C-Motion\Visual3DServer\Data named run.xml.

The screenshot shows a software interface with four main sections:

- Connection:** An IP Address field containing '192.168.1.102' and a 'Disconnect' button.
- Systems:** A list management section with 'Available (0)' and 'Selected (1)' columns. The 'Selected' column contains 'C3D File'. Navigation buttons include '>>', '<<', 'Up', and 'Down'.
- Pipeline Script:** A text area containing the script:


```
Compute_Model_Based_Data
/RESULT_NAME=LFTCOM
/FUNCTION=COM_DATA
/PLATE=FS1
/SEGMENT=LFT
```

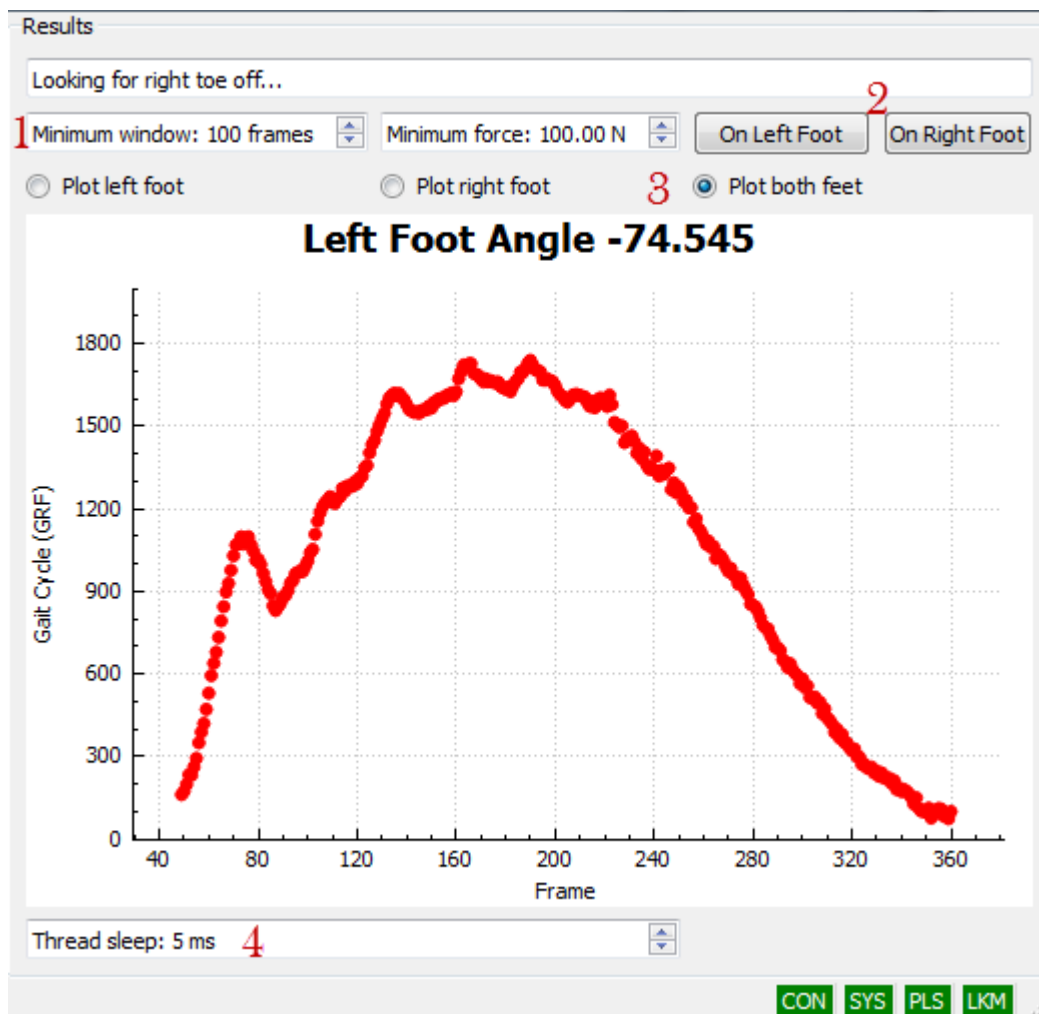
 Above the text area are buttons for 'Browse...', 'Hide', and 'Clear'.
- Link Model:** A text area containing XML code:


```
<linkmodel>
  <subject name="subject1">
    <segment name="LAB" type="Visual 3D" surface=""
    material="" prox_to_cg_axial="-0.5" prox_to_cg_ml="0"
    prox_to_cg_ap="0" ixx="0" iyy="0" izz="0" mass="0"
```

 Above the text area are buttons for 'Browse...', 'Hide', and 'Clear'.

At the bottom of the interface, a status message reads: 'Link model loaded.'

7. At this point a graph with foot angles written at the top should have appeared on the right. These will be updated every time that there is a heel strike. At this point it is prudent to check a number of graph parameters. (1) Check that the minimum window box and minimum force box have appropriate values. In the example the minimum window is set at 100 frames and the minimum force is set at 100.00 Newtons. This means that any force lower than 100.00 Newtons will be considered to be noise and not used in calculations. It also means that the threshold needs to pass 100 Newtons for at least 100 frames if it is to be considered a valid force structure. (2) Make sure that the graph is correctly distinguishing between the left and right foot. If they are not click either the On Left Foot button or the On Right Foot button in order to tell the program which foot is on the force plate. (3) Decide if you want to see the data for the left foot, right foot or both feet and then use the radio button to select the combination that you choose. (4) Set the Thread Sleep. This is how long the Client waits in order to request information from Server. The Client's Thread Sleep should be similar or the same as the Thread Sleep for the Server.



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