

Visual3D_Server_To_Visual3D

Connecting Visual3D Server to Visual3D.

VISUAL3D SERVER HAS BEEN REPLACED BY THE [VISUAL3D PLUGINS](#)

The first step to streaming data to the Visual3D Server is to set up the stream from the Motion Capture system:

[Setting up Qualisys QTM](#)

Streaming from the Visual3D Server to a Client



Streaming into Visual3D



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