

Visual3D_Server_To_Visual3D

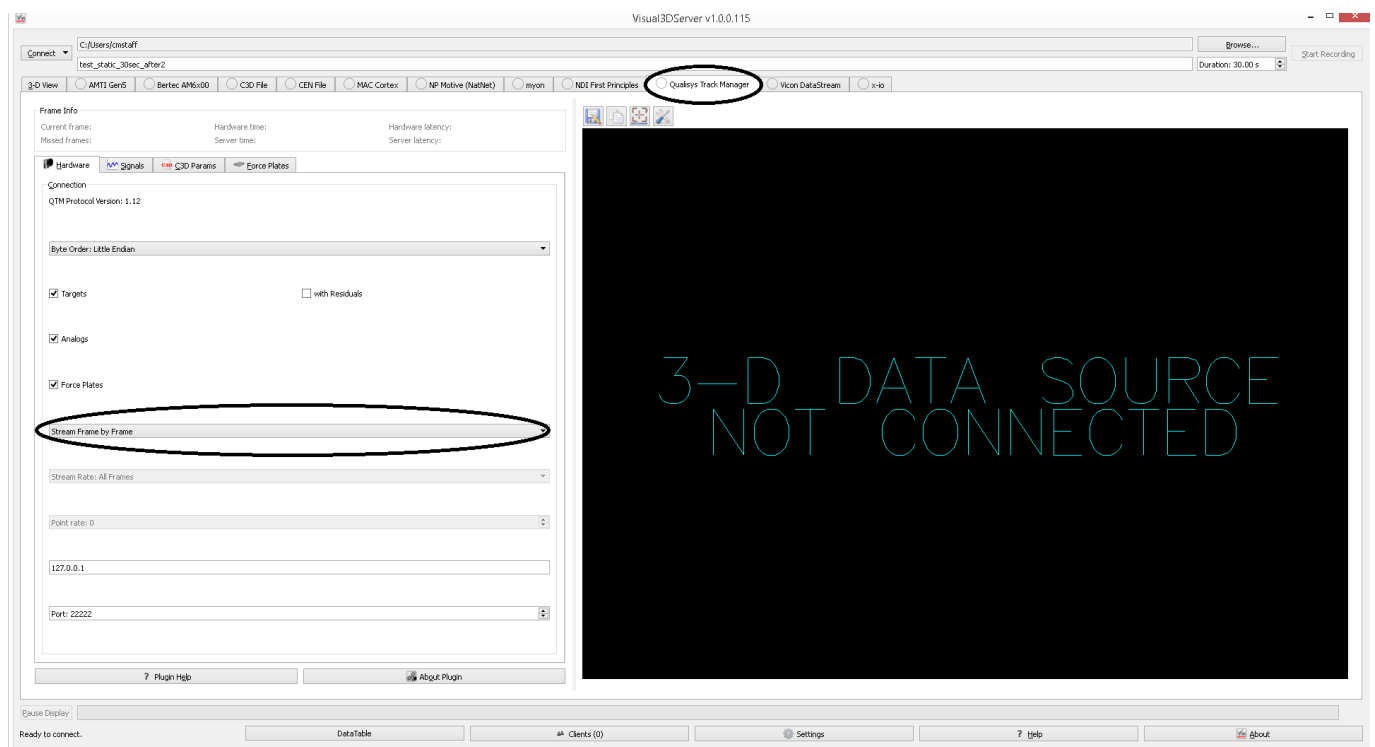
Connecting Visual3D Server to Visual3D.

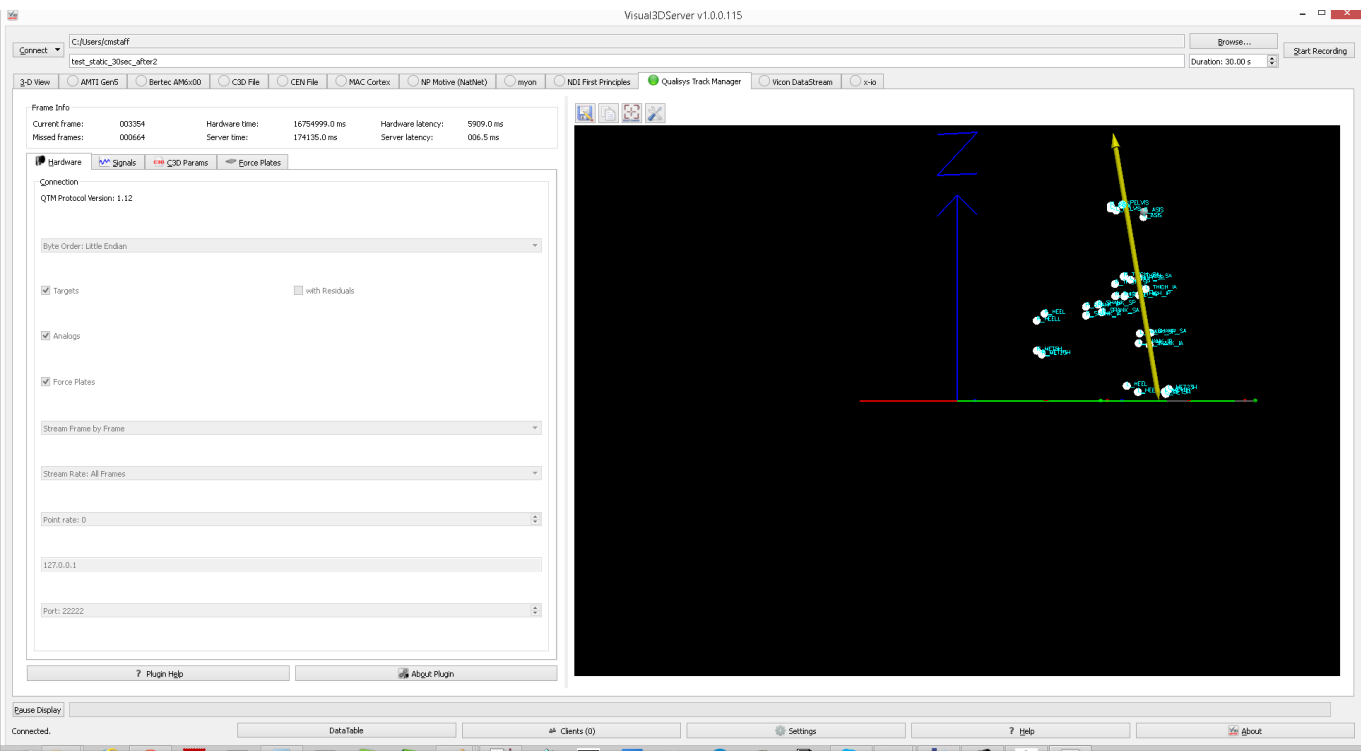
VISUAL3D SERVER HAS BEEN REPLACED BY THE **VISUAL3D PLUGINS**

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

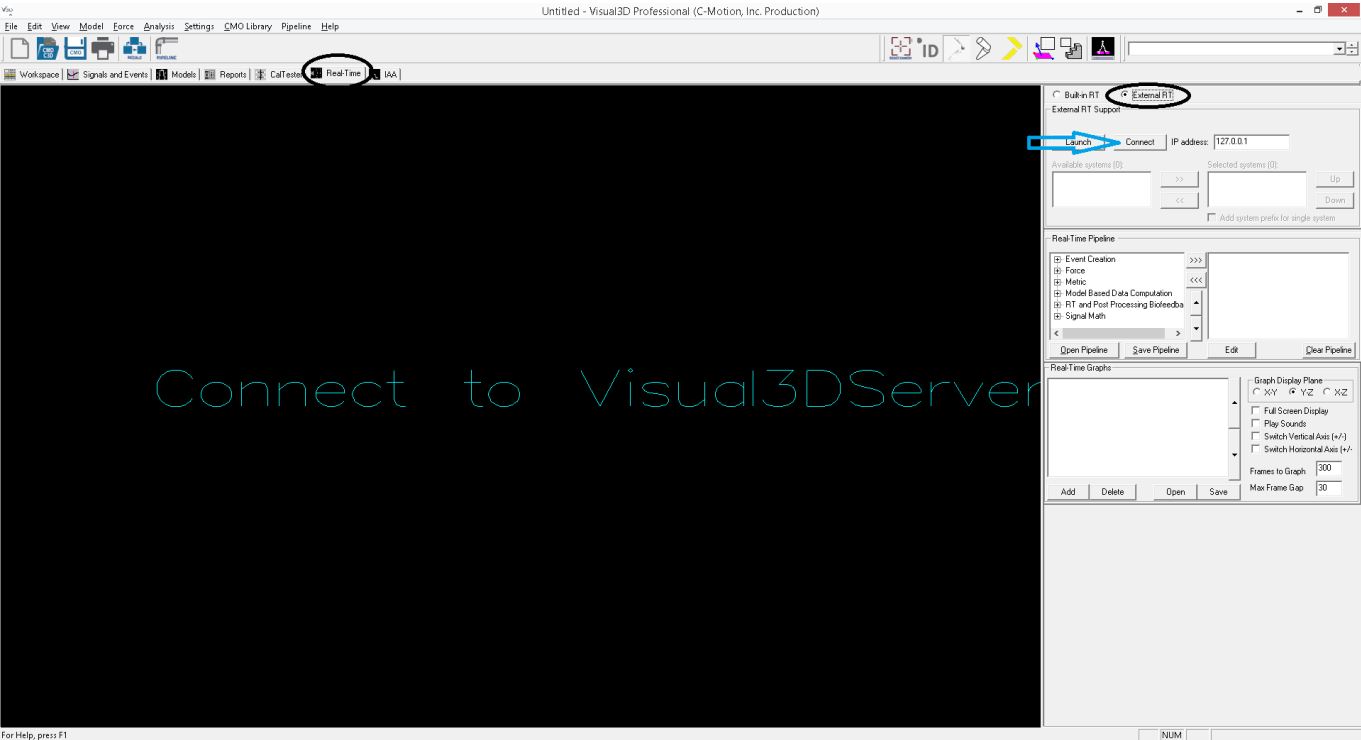
Setting up Qualisys QTM

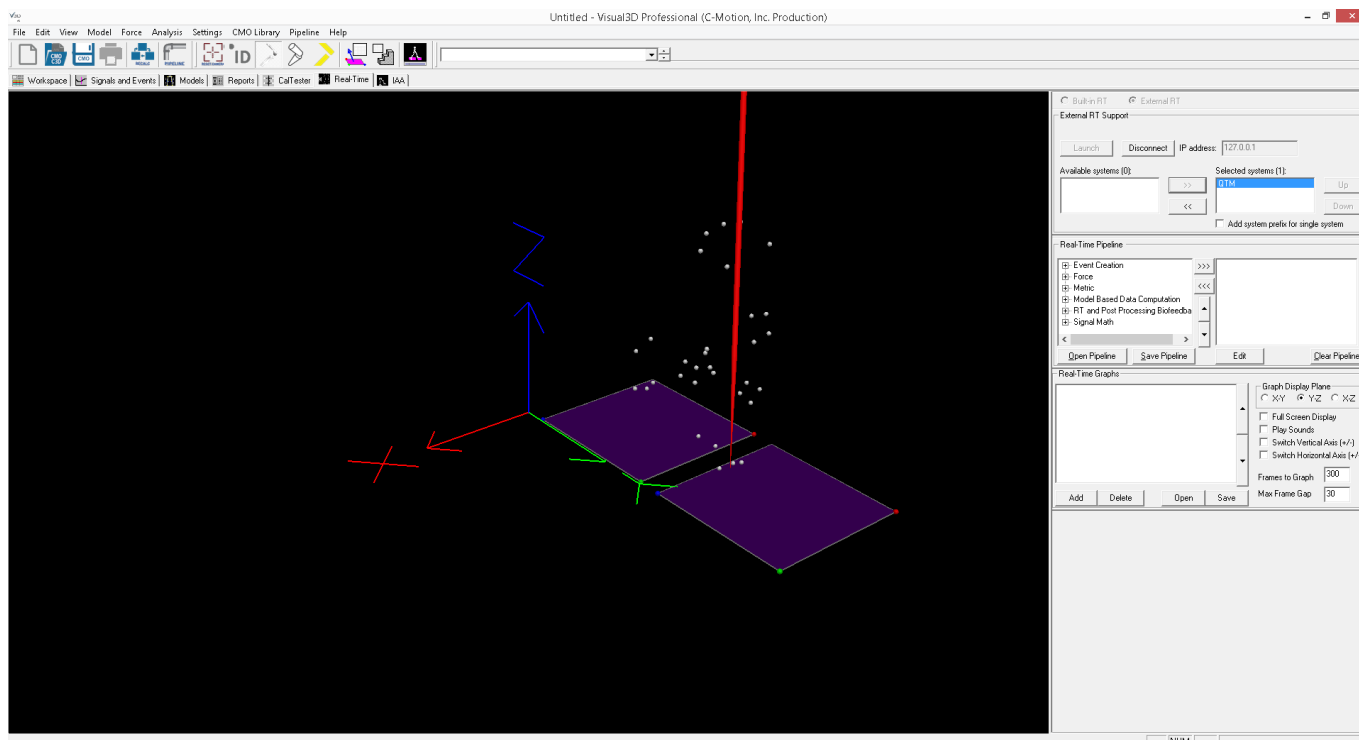
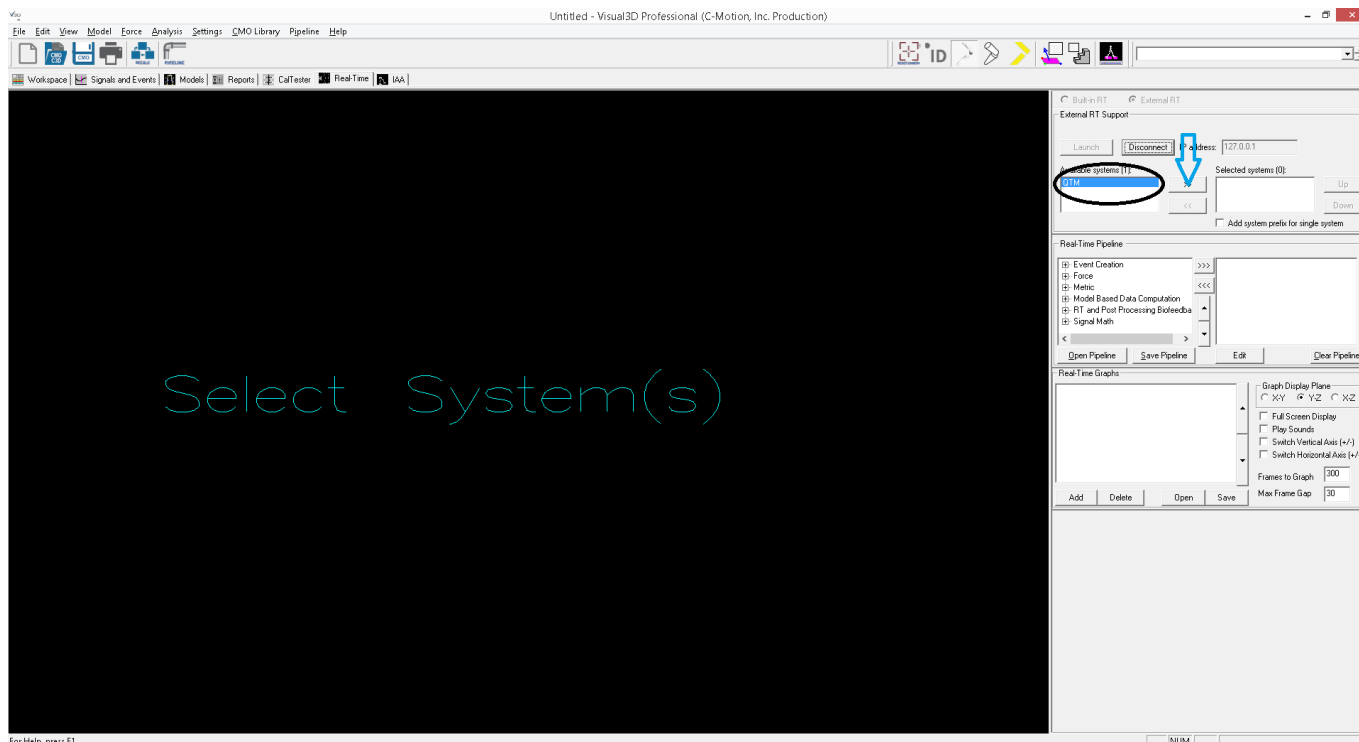
Streaming from the Visual3D Server to a Client





Streaming into Visual3D





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