

Allows multiselection of C3D motion files and frame offsets for synchronized playback.

```
Set_Animate_Multiple_Files
/PRIMARY_FILE_NAME=
/PRIMARY_EVENT_SEQUENCE=
/PRIMARY_EXCLUDE_EVENTS=
/PRIMARY_X_OFFSET=
/PRIMARY_Y_OFFSET=
/PRIMARY_Z_OFFSET=
/FILE_NAME=
/EVENT_SEQUENCE=
! /EXCLUDE_EVENTS=
! /VIEW_DIALOG=TRUE
/X_OFFSET=
/Y_OFFSET=
/Z_OFFSET=
/COLOR=
;
```

PRIMARY_FILE_NAME\ Sets the active file in the animation viewer

```
/PRIMARY_EVENT_SEQUENCE= /PRIMARY_EXCLUDE_EVENTS= /PRIMARY_X_OFFSET=
/PRIMARY_Y_OFFSET= /PRIMARY_Z_OFFSET= /FILE_NAME= /EVENT_SEQUENCE= !
/EXCLUDE_EVENTS= ! /VIEW_DIALOG=TRUE /X_OFFSET= /Y_OFFSET= /Z_OFFSET= /COLOR=
```

Example

```
Set_Animate_Multiple_Files
/PRIMARY_FILE_NAME=*R_0001.c3d
/PRIMARY_EVENT_SEQUENCE=RHS+RHS
! /PRIMARY_EXCLUDE_EVENTS=
/PRIMARY_X_OFFSET=0.1
/PRIMARY_Y_OFFSET=0.2
/PRIMARY_Z_OFFSET=0.3
/FILE_NAME=*R_0002.c3d+*R_0003.c3d
/EVENT_SEQUENCE=RHS+RHS
! /EXCLUDE_EVENTS=
! /VIEW_DIALOG=TRUE
/X_OFFSET=0.2
/Y_OFFSET=0.3
/Z_OFFSET=0.4
/COLOR=RED+BLUE
;
```

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