

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=
;
```

The Command parameters are divided into the primary and secondary.

Primary is the active file in the workspace. // Secondary are the additional files to be synchronized.

PRIMARY_FILE_NAME // Sets the active file in the animation viewer// /PRIMARY_EVENT_SEQUENCE=//
 /PRIMARY_EXCLUDE_EVENTS=// An event sequence for the primary file. Only the first instance of the
 event sequence will be used.// /PRIMARY_X_OFFSET=// /PRIMARY_Y_OFFSET=// /PRIMARY_Z_OFFSET=//
 If the primary offset is blank or is set to a number, the number is the offset
 Using an expression is a special case. The expression doesn't see an offset per se, but it sets a based
 value which is subtracted from the offset of the secondary files.

Secondary are the additional files to be synchronized. /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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