

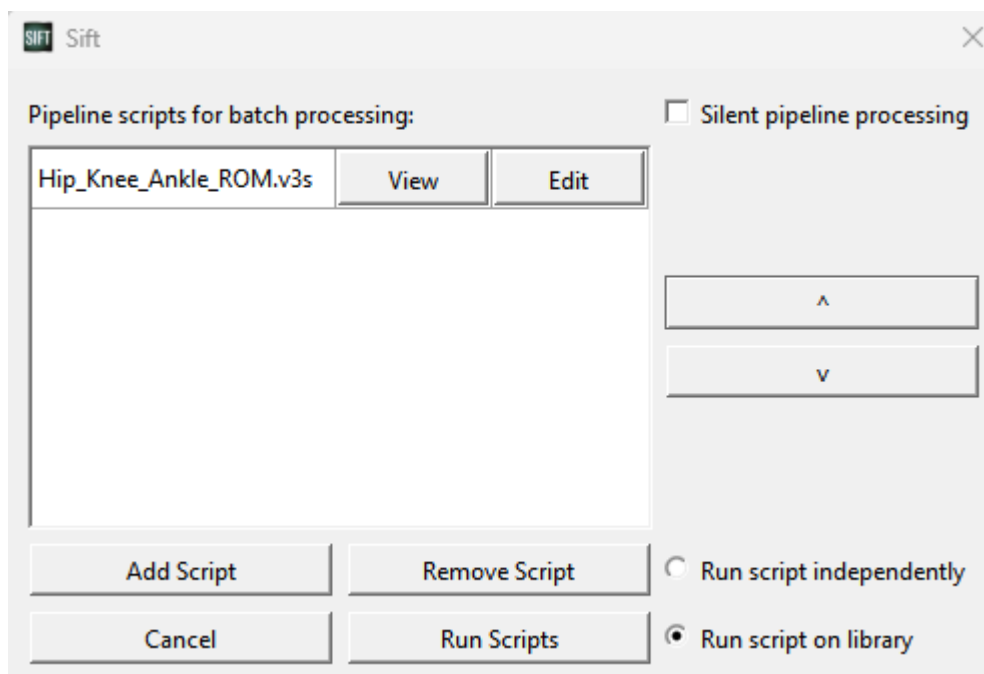
# Run V3D Engine Dialog



The Run V3D Engine Dialog can be accessed through the  button on the [toolbar](#). Through this dialog, users gain direct access to the Visual3D engine where they can upload pipeline scripts to the Sift interface. Pipeline scripts are written as a series of commands to be performed. More on pipeline scripts and commands can be found [here](#).

Scripts that are uploaded to the Sift Run V3D Engine will be run against all CMZ workspaces that are in the loaded library.

## Run V3D Engine Dialog



Users can upload pipeline scripts by selecting **Add Script**, and similarly, scripts can be removed by highlighting specific .v3s file and selecting **Remove Script**.

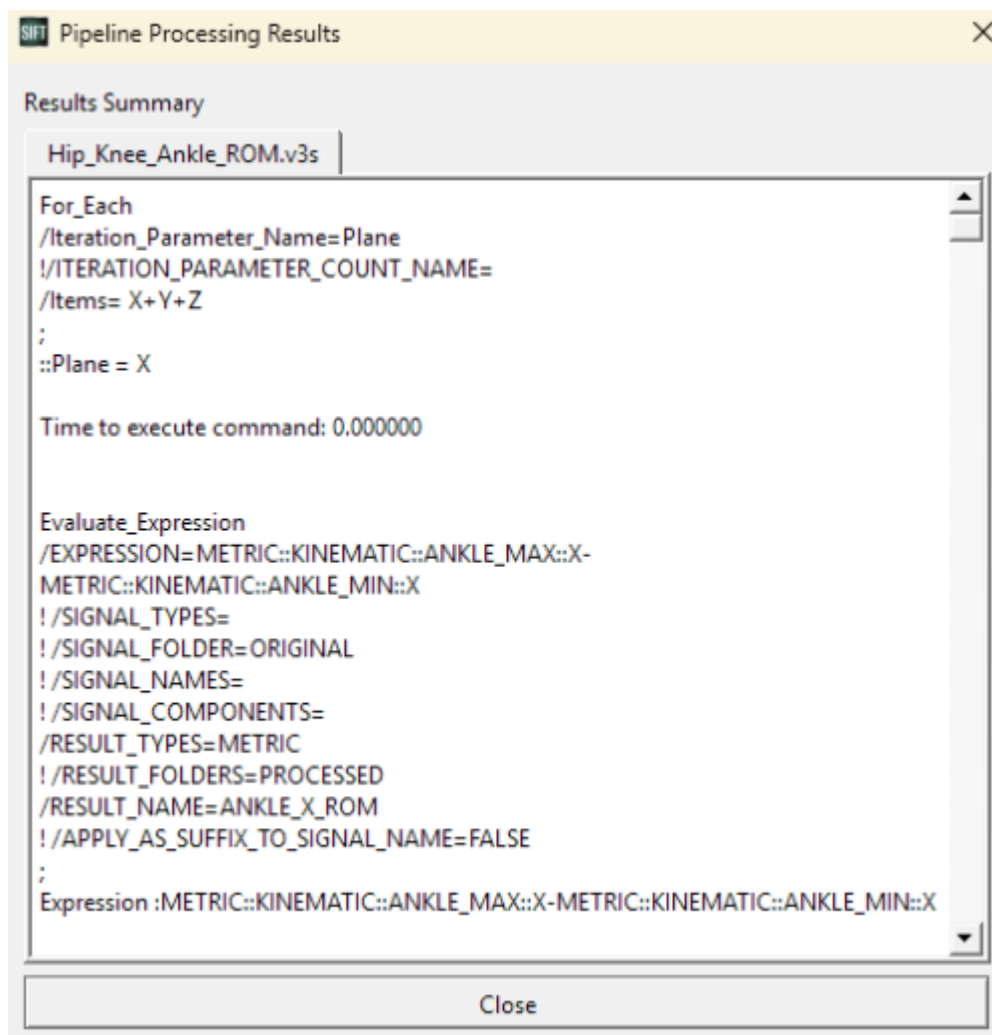
Selecting **\*Cancel\*** will close the dialog, and selecting **Run Scripts** will run the pipeline commands in the listed scripts in the order that they appear in the dialog. To change the order of the scripts, use the up and down arrows to the right of the dialog.

User's also have the option to view or edit the pipeline script in this dialog. When selecting **View**, a popup of the script will appear and when selecting **Edit** you can edit the pipeline script directly in your preferred editing browser. Ensure the pipeline is properly saved in the editing browser before running a script.

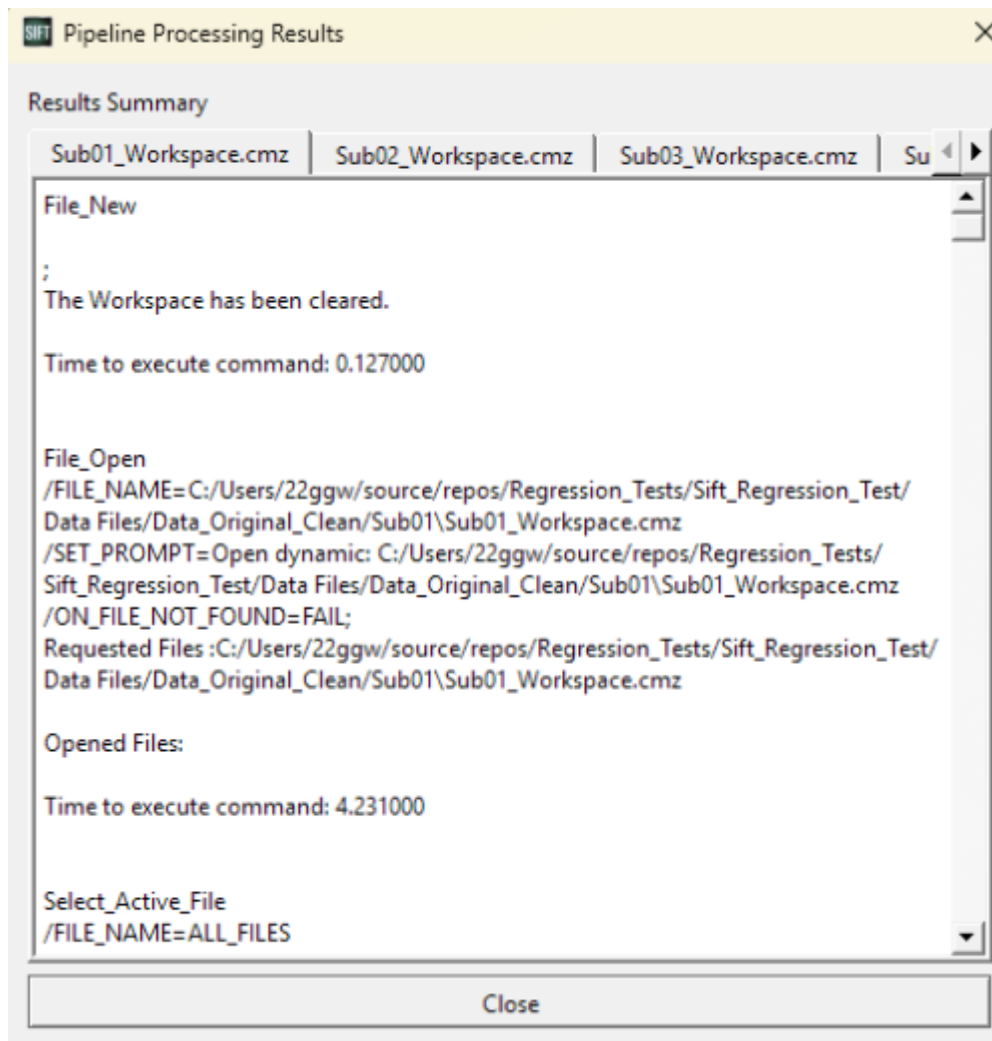
Users can run scripts independently or on the library by selecting the option they prefer.

After selecting **Run Scripts**, the pipeline will be processed with each CMZ file. When run independently, a popup with the pipeline information will appear as it is executed. When run on

library, a popup with the pipeline information will appear as each CMZ is loaded. If this information is not desired, check the 'Silent pipeline processing' box for no popup. An example of the pipeline processing results when run independently using the example script is shown below.



An example of the pipeline processing results when run on library is shown below.



An example script for the file "Hip\_Knee\_Ankle\_ROM":

```
For_Each
/Iteration_Parameter_Name=Plane
!/ITERATION_PARAMETER_COUNT_NAME=
/Items= X+Y+Z
;

Evaluate_Expression
/EXPRESSION=METRIC::KINEMATIC::ANKLE_MAX::&::Plane&-
METRIC::KINEMATIC::ANKLE_MIN::&::Plane
! /SIGNAL_TYPES=
! /SIGNAL_FOLDER=ORIGINAL
! /SIGNAL_NAMES=
! /SIGNAL_COMPONENTS=ALL
/RESULT_TYPES=METRIC
! /RESULT_FOLDERS=PROCESSED
/RESULT_NAME=ANKLE_&::Plane&_ROM
! /APPLY_AS_SUFFIX_TO_SIGNAL_NAME=FALSE
;

Evaluate_Expression
/EXPRESSION=METRIC::KINEMATIC::KNEE_MAX::&::Plane&-
```

```
METRIC::KINEMATIC::KNEE_MIN::&::Plane
! /SIGNAL_TYPES=
! /SIGNAL_FOLDER=ORIGINAL
! /SIGNAL_NAMES=
! /SIGNAL_COMPONENTS=
/RESULT_TYPES=METRIC
! /RESULT_FOLDERS=PROCESSED
/RESULT_NAME=KNEE_ROM_&::Plane&
! /APPLY_AS_SUFFIX_TO_SIGNAL_NAME=FALSE
;

Evaluate_Expression
/EXPRESSION=METRIC::KINEMATIC::HIP_MAX::&::Plane&-
METRIC::KINEMATIC::HIP_MIN::&::Plane
! /SIGNAL_TYPES=
! /SIGNAL_FOLDER=ORIGINAL
! /SIGNAL_NAMES=
! /SIGNAL_COMPONENTS=
/RESULT_TYPES=METRIC
! /RESULT_FOLDERS=PROCESSED
/RESULT_NAME=HIP_ROM_&::plane&
! /APPLY_AS_SUFFIX_TO_SIGNAL_NAME=FALSE
;

End_For_Each
/Iteration_Parameter_Name=Plane
;
```

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