

V3S

A .v3s file extension indicates a Visual3D [pipeline](#) script. Once a pipeline has been created in the [Pipeline Workshop](#) it can be saved (Save Pipeline As...) for use later.

Visual3D saves .v3s files to the hard drive as an ASCII file which can be [edited through the Visual3D interface](#) or with any common word processing program such as [Notepad++](#). When Visual3D loads a .v3s file it parses this ASCII file into the individual pipeline commands that are displayed in the pipeline dialog.

Editing Scripts as Text

Many of the pages in this wiki contain pipelines or snippets of pipelines, with a note saying that the text can be copied and pasted into a file.

```
! Starting Fresh - Clear Workspace
File_New
;

! Create a Hybrid model.
! Prompt for the Standing Trial to use...
Create_Hybrid_Model
! /CALIBRATION_FILE=
;

! Load the Model Template (Segment Definitions)
Apply_Model_Template
! /MODEL_TEMPLATE=
! /CALIBRATION_FILE=
;

! Prompt for the Movement data files.
! Multiple files can be selected in the dialog file listing using CTRL-Click
Open_File
! /FILE_NAME=
;

! Assigning the Movement files to the model
! Pop up the dialog box...
Assign_Model_File
! /CALIBRATION_FILE=
! /MOTION_FILE_NAMES=
;
```

Create a pipeline from the above text by:

1. Selecting the pipeline text above, with the right mouse button on the highlighted text select

copy.

2. Opening Notepad++
3. Pasting into Notepad++
4. Saving the Notepad++ file as TestPipeline.v3s

This command can now be opened in the Visual3D pipeline dialog

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