

# Pipeline v3s File

The .v3s file is an ASCII file that can be saved to disk and can be edited with any common word processing program such as [Notepad++](#). When Visual3D loads the .v3s file it parses this ASCII file into the individual commands that are displayed in the pipeline dialog.

## Saving a pipeline

Once a pipeline has been created in the Pipeline Workshop it can be saved (Save Pipeline As...) for use later. The pipeline can be opened in a text editor such as Notepad++.

## Editing Scripts as Text

Many of the topics in the wiki pages 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=
;
```

## The Process for creating a pipeline from the above text.

1. Select the pipeline text above, with the right mouse button on the highlighted text select copy.
2. Open Notepad
3. Paste into Notepad
4. Save the Notepad file as TestPipeline.v3s
5. This command can now be opened in the Visual3D pipeline dialog

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