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This page contains outdated information for an old version of our plugins.

You can find the current RT Plugin instructions here: [Real-time_Plugins](#)

To install the real-time plugin you will need the following dlls

MotionAnalysis_RT.dll

This is the real-time plugin. It should go into Visual3D's plugin directory. You can view/change the current Plugin directory under "Plugin Folder" on the "Visual3D Folder Paths" tab of the "Visual3D Programs Options" window (Properties→Program Options on the main menu) in newer versions of Visual3D.

Evacomm2.dll

This is a support dll. The best place to put it is in the same directory as the Visual3D binary (Visual3D.exe). Alternatively you may place it in any directory in the "PATH" environment variable. Starting the export of the Realtime stream in EvaRT You will need to select the option for SDK2 in EvaRT, and then select the IP address of the 2nd NIC card (e.g. where EvaRT places the streaming packet). If there is only one NIC card on the computer running EvaRT and Visual3D is running on that computer, select the same IP address as the Motion Analysis Cameras.

Accessing The Realtime Streaming Data

If everything is working you should be able to select the Real-Time mode tab and the select MotionAnalysis_RT. In most cases Visual3D can be run on the same computer as EvaRT, but both EvaRT and Visual3D like to use up the system resources, this will sometimes result in long latency response. It is recommended that Visual3D should be run on a different machine than EvaRT. If you run Visual3D and EvaRT on different computers you will need to copy or share the project directory to the Visual3D computer. This is necessary because Motion Analysis doesn't provide these parameters over the network stream, in the version you currently have we grab this information from the cal file of the model being used but decided to change that to make it easier to synchronize the data between EvaRT and Visual3D.

Trouble Shooting

The most common reason the Real-Time tab doesn't show up is that the dlls aren't in the right place.

Marker Names

EvaRT passes the full marker names in the real time stream, but passes [truncated 4 character names to the C3D file](#). If you are trying to mix-and-match realtime models and post-processing models collected with EvaRT, you must be careful with the marker names. One solution is to always use 4 character names in EvaRT, but this isn't always practical. Another solution is to always modify the marker names in the C3D file using a [Visual3D command](#)

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