

Event Between

Overview

The **Event_Between** pipeline command creates a new event label based on the time interval between two existing events in the C3D File (i.e. between the first and last events). This command is useful when analyzing motion data that requires identifying specific time points between known events.

This function allows users to:

- Define a new event occurring between two existing events.
- Specify whether the new event should be placed at the Start, End, or Midpoint of the interval.

Pipeline Command

```
Event_Between
/NEW_EVENT_NAME=
! /RANGE_INSTANCE=0
! /EVENT_SEQUENCE=
! /EXCLUDE_EVENTS=
! /FRAME_OFFSET=0
! /TIME_OFFSET=
! /PERCENT_OFFSET=
```

Command Parameters

The following table shows the command parameters:

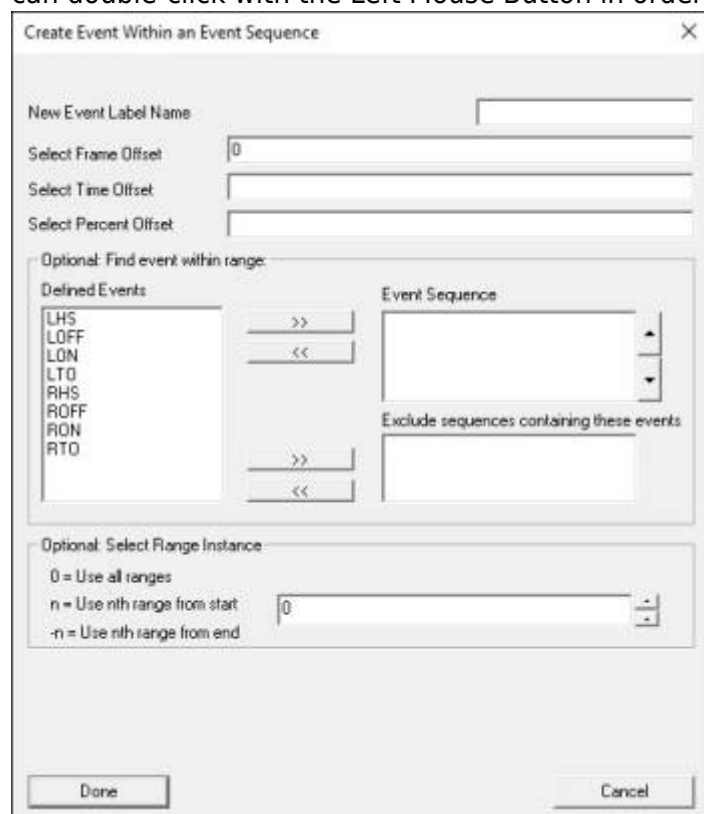
Event_Between	Description
/NEW_EVENT_NAME=	Specifies the name of the new event to be created.
! /RANGE_INSTANCE= 0	The number of instances to label. 0 : Uses all instances found in the dataset, 1,2, etc : Uses a specific numbered instance.
! /EVENT_SEQUENCE=	Defines the event sequence that the new event should be created between. (i.e. StartEvent, EndEvent)
! /EXCLUDE_EVENT=	Skips an event sequence if it contains one of the events listed in this parameter. (ex. BAD event)
! /FRAME_OFFSET= 0	Specifies frame offset from first event of sequence. 0 : No offset. Positive value : Shifts the event forward in time. Negative value : Shifts the event backward in time
! /TIME_OFFSET=	Specifies time offset from first event of sequence.
! /PERCENT_OFFSET=	Specifies percent offset from first even of sequence.

Offsets (**FRAME_OFFSET**, **TIME_OFFSET**, and **PERCENT_OFFSET**) allow fine control over the event

placement, only one may be active and specified when the command is executed. By default, value is 0.

Dialog

After adding the **Event_Between** command into the pipeline on the Visual3D application, the user can double-click with the Left Mouse Button in order to to open the following dialog:



- **Event Parameters:** This section defines the new event being created. Users specify the event name and can adjust its position using frame, time, or percentage offsets. These offsets allow for fine-tuning where the event is placed relative to the reference events.
- **Event Selection and Filtering:** Users choose which events to use as reference points for defining the new event. A list of predefined events is available for selection, and users can specify the event sequence between which the new event should be placed. Additionally, certain sequences containing specific events can be excluded to refine event placement.
- **Range Instance Selection:**

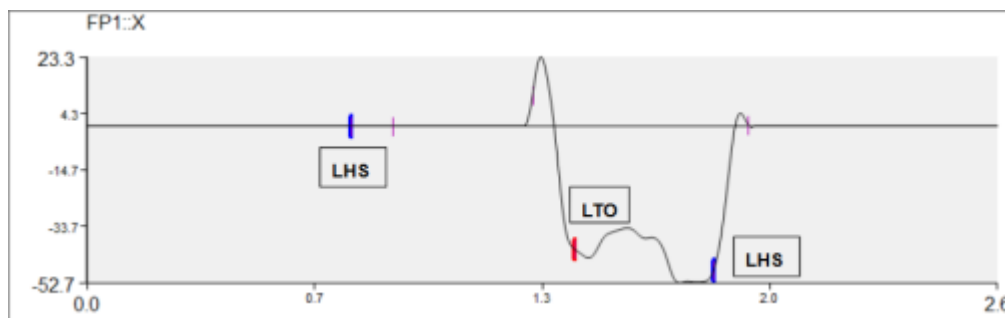
Examples

The following examples will go through the use of the **Event_Between** command in the Visual3D application.

Example 1

This pipeline will be showcasing the use of the **Event_Between** command when we want to place an event between the LHS and LTO in our trial, determined by the starting command, [Automatic_Gait_Events](#).

As a reminder, force assignments must exist in a dynamic trial in order for gait events to be detected. In the force signal graph below, we are able to see the **LHS** and **LTO** gait events are highlighted.



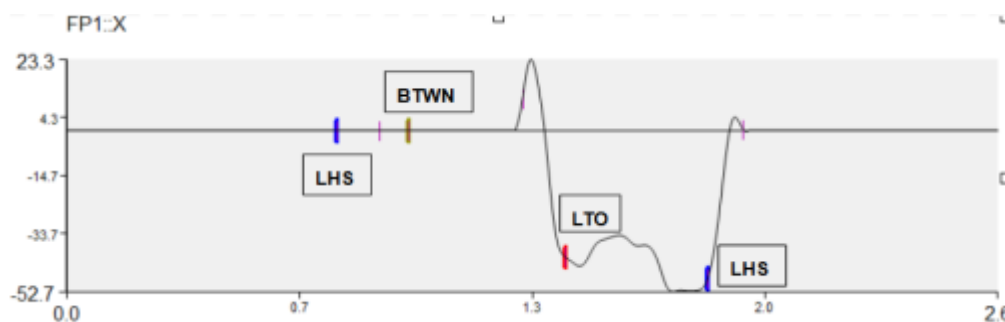
The following pipeline can be used to generate the “BTWN” event. Parameter values used are listed below:

- **RANGE_INSTANCE = 0** → all instances of the Event_Sequence will be used.
- **FRAME_OFFSET = 10** → the new event will be created 10 frames after the first event.

```
Automatic_Gait_Events
! /FRAME_WINDOW=8
! /USE_TPR=TRUE
! /TPR_EVENT_INSTANCE=1
;

Event_Between
/NEW_EVENT_NAME= BTWN
! /RANGE_INSTANCE=0
/EVENT_SEQUENCE=LHS+LTO
! /EXCLUDE_EVENTS=
/FRAME_OFFSET=10
! /TIME_OFFSET=
! /PERCENT_OFFSET=
;
```

After running this pipeline, we can highlight this event to show the updated graph with the new event label.



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