

Event Commands Overview

The following commands are related to events in the Visual3D application. They are stored under the EVENT_LABEL file folder.

Event Creation Commands

Automatic Gait Events	Gait events are created automatically based on forces assigned to segments.
Event_Define_Event_Sequence	This is a far more flexible way to define an Event_Sequence
Event Between	Create an event within an event_sequence. In other words create an event that is between the first and last event in the event_sequence.
Event Explicit	Place an Event Label at an explicit frame number, or at a the nearest frame to a specified time. You can specify either a Frame or a Time but not both.
Event Global Maximum	Specify an Event Label(s) at the Global Maximum of a signal.
Event Global Minimum	Specify an Event Label(s) at the Global Minimum of a signal.
Event Maximum	Specify event label(s) at local maxima in a signal.
Event Minimum	Specify event label(s) at local maxima in a signal.
Event Onset	Create an Event Label using two Threshold crossings and a local minimum.
Event TPR Signal	Generate a pattern file from a signal with pre-determined events which will be applied to another signal using Target Pattern Recognition (TPR).

Event_Save_TPR_Signal

[Event TPR Signal](#)

Event_Threshold

[Event Threshold](#)

Place an event label at the frame where a signal crosses a specified value.

Event_TPR_File

[Event TPR File](#)

Event_TPR_Signal

[Event TPR Signal](#)

Event Management

Event Management Overview

Event_Delete

[Event Delete](#)

Event_Copy

[Event Copy](#)

Event_Rename

[Event Rename](#)

Event_Modify

[Event Modify](#)

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