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

The following commands relate to the definition of events in the Visual3D application.

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 Threshold	Place an event label at the frame where a signal crosses a specified value.
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	Used to create and save a Target Pattern Recognition (TPR) file.
Event TPR File	Matches a pre-saved signal pattern to a signal in the current selected trial.

Event Management Commands

The following commands relate to the management/modification of events in the Visual3D application.

Event Delete	Remove an existing event from a dataset based on specified conditions.
Event Copy	Create a new event by copying an existing event and applying optional modifications.
Event Rename	Rename existing event while optionally defining event sequences or selecting particular event instances.
Event Sequence Delete	Removes a previously defined event sequence.
Event Modify	Adjust the timing of existing events by modifying their frame or time values.

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