

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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