

Event Modify

```
Event_Modify  
/EVENT_NAME=  
! /OLD_FRAME=  
! /NEW_FRAME=  
! /OLD_TIME=  
! /NEW_TIME=  
;
```

Specify frame numbers of times.

Note that all times will be rounded to the nearest POINT frame.

Modify_Event is a legacy command that Visual3D should continue to be recognizes

From:
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Last update: **2024/11/23 12:48**

