

Event Modify

Overview

The **Event_Modify** command is used to adjust the timing of existing events by modifying their frame or time values. This command is useful for refining event placement, correcting errors, or aligning events with a new reference point. Users can modify events based on either frame numbers or time values.

This command is particularly useful when event markers need to be fine-tuned based on updated analysis criteria or when synchronizing events with other signals.

Note: All times will be rounded to nearest POINT frame.

Pipeline Command

The command below is as seen in the Visual3D application.

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

Command Parameters

The following table shows the command parameters and descriptions:

Parameter	Description
/EVENT_NAME=	The name of the event to be modified.
!/OLD_FRAME=	The original frame number of the event before modification.
!/NEW_FRAME=	The new frame number to assign to the event.
!/OLD_TIME=	The original time (in seconds) of the event before modification.
!/NEW_TIME=	The new time (in seconds) to assign to the event.

Dialog

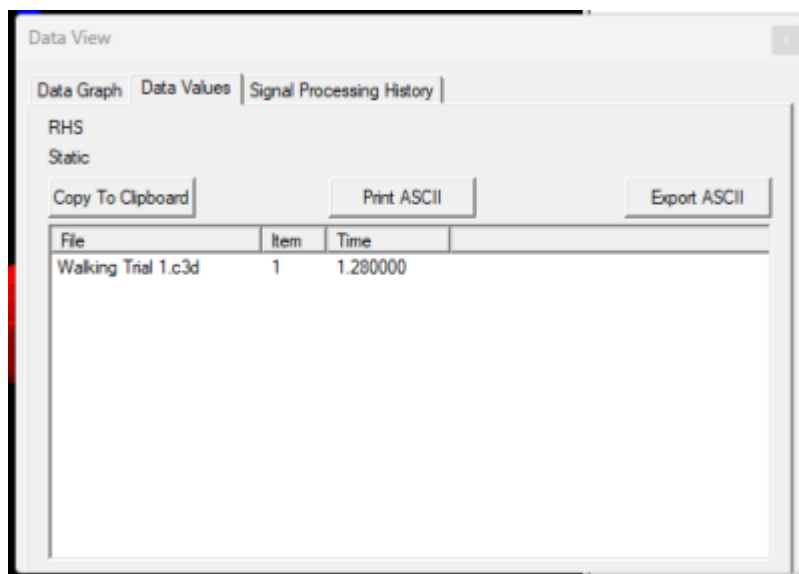
Due to the simplicity of this command and the interactive selection option, this command does not display a dialog box when clicked, instead parameters can be edited within the text editor.

Examples

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

Example 1: Modifying an Event by Time Value

This example adjusts the RHS event from 1.28 seconds to 2 seconds. You can check the “Old Time” of an event by left clicking on it within the data tree. This dialog shows the time value we are changing:



Apply the command:

```
Event_Modify
/EVENT_NAME=RHS
! /OLD_FRAME=
! /NEW_FRAME=
/OLD_TIME=1.28
/NEW_TIME=2
;
```

After running this pipeline, we can see from the dialog again that the time of the event now displays as 2 seconds.

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