

event_sequence]] = sequence of events that defines the ranges
 /[[visual3d:documentation:c3d_signal_types:event_label_data_type#exclude_events|exclude_events]]
 = an inclusive event that excludes the range
 /[[visual3d:documentation:c3d_signal_types:event_label_data_type#event_instance|event_instance]]
 = the instance of the existing event to copy.
 /[[visual3d:documentation:c3d_signal_types:event_label_data_type#event_instance|range_instance]]
 = the instance of the existing event to copy. ****,**** ===== event_rename dialog =====
 copyeventlabeldlgex1.jpg ===== event instance ===== event_instance=0 -> copy all instances of
 the event event_instance=n -> copy the nth instance of the event if n<1 count instances from the
 last event; e.g. -1 = last instance ===== range instance ===== range_instance=0 -> use all
 instances of the range range_instance=n -> use the nth instance of the range if n<1 count instances
 from the last range; e.g. -1 = last range ===== example ===== in this example, the last event
 instance in the first range of the event sequence start+start is renamed. eventrenameexample.png
****event_rename**** /event_name=test /new_event_name=newtest /event_instance=-1
 /range_instance=1 /event_sequence=start+start ! /exclude_events= ****,**** } } } } } }

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