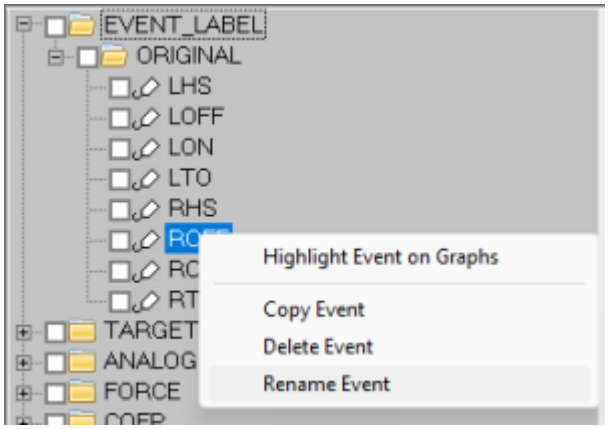
Event Rename

Overview

The **Event_Rename** command is used to rename an existing event while optionally defining event sequences, excluding specific events, or selecting particular event instances. The command is useful when standardizing event names for consistency across datasets or refining event definitions within specific motion analysis workflows.

The functionality of this command can also be achieved by right-clicking on an event in the data tree, **Rename Event** is an option on the context menu. The interactive selection from the data tree can be shown here.



Pipeline Command

The command below is as seen in the Visual3D application.

```
Event_Rename
/EVENT_NAME=
/NEW_EVENT_NAME=
! /EVENT_INSTANCE=0
! /RANGE_INSTANCE=0
! /EVENT_SEQUENCE=
! /EXCLUDE_EVENTS=
;
```

Command Parameters

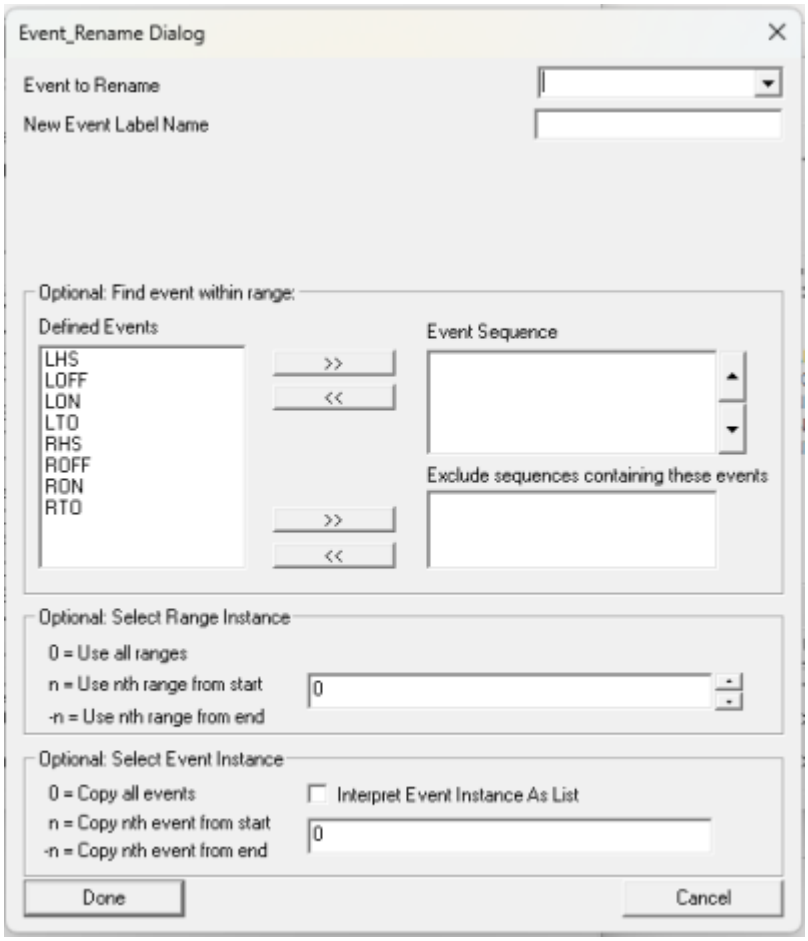
The following table shows the command parameters and descriptions:

Parameters	Description
/EVENT_NAME=	The name of the **existing event**.

/NEW_EVENT_NAME=	The name assigned to the newly created event.
!/EVENT_INSTANCE=0	Specifies which instance of the event should be renamed. A value of 0 renames all occurrences, while positive or negative numbers select specific instances.
!/RANGE_INSTANCE=0	Instance of the range used for renaming.
!/EVENT_SEQUENCE=	Defines a sequence of events that specifies the range for renaming.
!/EXCLUDE_EVENTS=	Inclusive event that excludes the specified range.

Dialog

The command can be edited in a text editor or in a dialog form. To edit in the dialog pop up form either click on the **Edit** button in the pipeline workshop or double-click on the pipeline command. The dialog is shown below.



- **Event to Rename**: Name of the existing event to be changed.
- **New Event Label Name**: New name to assign to the selected event.
- **Find Event Within Range**: Define start and end of event range.
- **Range Instance**: Determine number of ranges to evaluate.
- **Event Instance**: Which occurrence of the event to be renamed. If 'Interpret Event Instance As List' is checked, this allows multiple specific event instances to be selected (e.g. 1,3,5)

Examples

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

Example 1: Basic Gait Event Rename

In this first example, the simple gait event of Right Heelstrike (RHS), found with the **Automatic_Gait_Events** command will be renamed to “Right Foot Contact” (RFC).

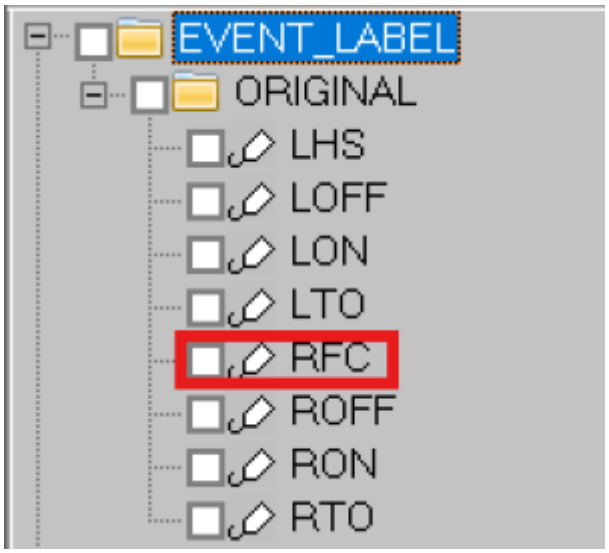
The first step is to identify the gait event needed:

```
Automatic_Gait_Events
! /FRAME_WINDOW=8
! /USE_TPR=TRUE
! /TPR_EVENT_INSTANCE=1
;
```

Next, we can apply the Event_Rename command in order to rename the RHS event:

```
Event_Rename
/EVENT_NAME=RHS
/NEW_EVENT_NAME=RFC
! /EVENT_INSTANCE=0
! /RANGE_INSTANCE=0
! /EVENT_SEQUENCE=
! /EXCLUDE_EVENTS=
;
```

Now that this pipeline has been applied, the Event Label folder will reflect this change:



Example 2: Renaming an Event Within a Sequence

In this example, the **Event_Rename** command is used to rename an event within the event sequence “Gait Cycle”.

```
Automatic_Gait_Events
! /FRAME_WINDOW=8
! /USE_TPR=TRUE
! /TPR_EVENT_INSTANCE=1
;

Event_Define_Event_Sequence
/EVENT_SEQUENCE_NAME=Gait Cycle
/EVENT_SEQUENCE=LHS+LTO+RHS+RTO
! /EXCLUDE_EVENTS=
! /INSIDE_OF_SEQUENCE=
! /OFFSET_FROM_START=
! /OFFSET_FROM_END=
! /OFFSET_BY=PERCENT
/EVENT_SEQUENCE_INSTANCE=0
;

Event_Rename
/EVENT_NAME=LHS
/NEW_EVENT_NAME=INITIAL CONTACT ADJUSTED
! /EVENT_INSTANCE=0
! /RANGE_INSTANCE=0
/EVENT_SEQUENCE=Gait Cycle
! /EXCLUDE_EVENTS=
;
```

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