

Event Sequence Delete

Event_Sequence_Delete

//

Overview

- The `Event\_Sequence\_Delete` command **removes a previously defined event sequence** from the motion file.
- Event sequences are often used to group event pairs (e.g., LHS to LTO) into meaningful motion phases. This command allows you to cleanly remove those sequences if no longer needed or if you're regenerating them.
- Found under **Pipeline > Event Commands**, it's helpful when refining or resetting pipeline logic.
- **Use cases:**
 1. Cleaning up a trial before re-defining new event sequences.
 2. Removing incorrect or outdated gait cycle definitions.

- **Requirements:**

1. The event sequence to be deleted must already exist, and its name must match exactly.

Pipeline Command

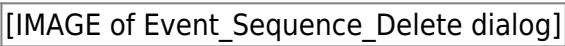
```
Event_Sequence_Delete
/EVENT_SEQUENCE_NAME=
;
```

Command Parameters

Parameter	Description
-----	-----
/EVENT_SEQUENCE_NAME=	The name of the event sequence you want to delete (e.g., `LeftGaitCycle`).

Dialog

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



- Provides a dropdown list of all event sequences in the file.
- You must select or manually type the **exact name** of the sequence to delete.
- There is **no undo**, so make sure this command appears at the right stage in the pipeline.

Examples

Simple Example

Delete the gait cycle sequence called `LeftStride`:

```
Event_Sequence_Delete
/EVENT_SEQUENCE_NAME=LeftStride
;
```

Complex Example

Use in a workflow where you are replacing event sequences:

```
Event_Sequence_Delete
/EVENT_SEQUENCE_NAME=RightCycle
;

Event_Define_Event_Sequence
/EVENT_SEQUENCE_NAME=RightCycle
/EVENT_SEQUENCE=RHS, RT0
/EXCLUDE_EVENTS=
/INSIDE_OF_SEQUENCE=
/OFFSET_FROM_START=
/OFFSET_FROM_END=
/OFFSET_BY=PERCENT
/EVENT_SEQUENCE_INSTANCE=
;
```

This removes the old `RightCycle` definition, then redefines it with a new event structure.

Notes

- Deleting an event sequence **does not delete the events themselves**, only the sequence structure. - Useful during iterative workflows where event phases are updated repeatedly. - Be cautious: if other commands depend on the sequence you remove, those commands may fail or behave unexpectedly.

From:
<https://has-motion.com/wiki/> - Wiki Documentation Site

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:event_commands:event_sequence_delete&rev=1744906913

Last update: 2025/04/17 16:21

