

Event Sequence Delete

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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.
- Use cases include cleaning up a trial before re-defining new event sequences and removing incorrect or outdated gait cycle definitions.
- A **requirement** is that the event sequence to be deleted must already exist, and its name must match exactly.

Pipeline Command

The pipeline command is shown below as seen in the Visual3D application.

```
Event_Sequence_Delete  
/EVENT_SEQUENCE_NAME=  
;
```

Command Parameters

The following table shows the command parameters and descriptions.

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

Dialog

Due to the simplicity of this command, there is no dialog box and it can be edited within the text editor.

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.

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