

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.
- Use cases include cleaning up a trial before re-defining new event sequences and removing incorrect or outdated gait cycle definitions.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

The following example shows the use of the `Event_Sequence_Delete` command in the Visual3D application,

Example: Delete and Redefine Sequence

The functionality of this command is very straightforward. Simply type in the name of the event sequence desired to be deleted.

In the following example, an event sequence named 'RightCycle' will be deleted and redefined afterwards.

```
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=1745858678

Last update: 2025/04/28 16:44

