

Event TPR File

Overview

The Event_TPR_File command is used to match a pre-saved signal pattern to a signal in the current selected trial. When the shape of the signal matches the pattern, an event is created at that frame.

- It is typically used to validate and test pattern recognition templates when build TPR files for broader use across multiple trials..
- Signal being matched to must exist in the trial.

Pipeline Command

The command below is as seen on the Visual3D application, it has many parameters as there are many options to manipulate this command:

```
Event_TPR_File
! /SIGNAL_TYPES=
! /SIGNAL_FOLDER=ORIGINAL
! /SIGNAL_NAMES=
/EVENT_NAME=
! /SELECT_X=FALSE
! /SELECT_Y=FALSE
! /SELECT_Z=FALSE
/FILE_NAME=
! /TOLERANCE=20.0
;
```

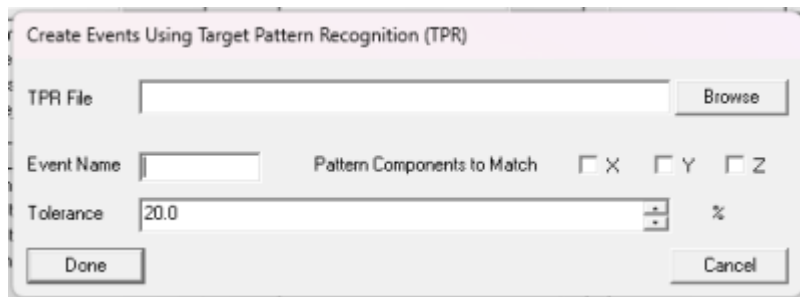
Command Parameters

The following table shows the command parameters and descriptions:

Parameter	Description
/SIGNAL_TYPES=	Type of signal being evaluated (e.g., `LINK_MODEL_BASED`, `ANALOG`).
!/SIGNAL_FOLDER=	Folder where the signal is located (`ORIGINAL`, `FILTERED`, etc.).
/SIGNAL_NAMES=	Name of the signal to be evaluated (e.g., `Right_Ankle_Accel`).
/EVENT_NAME=	Name of the new event that will be created when a match is found.
!/SELECT_X=FALSE	Use the X-component of the signal (set to `TRUE` if relevant).
!/SELECT_Y=FALSE	Use the Y-component (e.g., for vertical acceleration).
!/SELECT_Z=FALSE	Use the Z-component (e.g., for forward/backward motion).
/FILE_NAME=	Full name of the `.tpr` file containing the pattern template.
!/TOLERANCE=20.0	The matching threshold. Lower values = stricter match (e.g., 10.0 = tight match).

Dialog

The dialog for this command simplifies pattern-based event creation:



Interface elements:

- **TPR File:** A browse option to load in the pattern file.
- **Event Name:** Define the event label to be generated.
- **Pattern Components to Match:** Select X, Y, and/or Z direction.
- **Tolerance:** Controls how strictly the signal must match the pattern. Smaller values mean tighter matching.

Examples

The following examples will go through the use of the Event_TPR_File command within the Visual3D application.

Example 1

Example 2

Notes

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