

Create Targets For LinkModelBased Rotations

Creates 3 targets in a LinkModelBased rotation coordinate system.

Target 1 = origin

Target 2 = origin - (0,0,marker_distance)

Target 3 = origin + (0,marker_distance,0)

```
Create_Targets_For_LinkModelBased_Rotations
/SIGNAL_FOLDERS=
! /MARKER_DISTANCE=0.05
;
```

[Back to Pipeline Commands Reference](#)

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

Permanent link:
https://wiki.has-motion.com/doku.php?id=visual3d:documentation:pipeline:file_commands:create_targets_for_linkmodelbased_rotations

Last update: **2024/07/17 15:45**

