

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](#)

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