Downsample Data

This command downsamples all TARGET signals or all ANALOG signals in a C3D file by an integer multiple. **Note: This is a hidden and unsupported command**

If you are modifying the ANALOG rate then it will be necessary to ensure that the resulting ANALOG rate is an integer multiple of the TARGET rate.

Pipeline Command

```
Downsample_Data
/OLD_FILE_NAME=
/SIGNAL_TYPES=
/NEW_POINT_RATE=
/NEW_ANALOG_RATE=
;
```

Example: Downsample TARGET

Given a C3D file with a POINT rate of 50 Hz and an ANALOG rate of 200 Hz , downsample the POINT signals to 25 Hz.

```
Downsample_Data
/OLD_FILE_NAME=*test.c3d
/SIGNAL_TYPES=TARGET
/NEW_POINT_RATE=25
/NEW_ANALOG_RATE=
;
```

Example: Downsample ANALOG

Given a C3D file with a POINT rate of 50 Hz and an ANALOG rate of 200 Hz, downsample the ANALOG signals to 100 Hz.

```
Downsample_Data
/OLD_FILE_NAME=*test.c3d
/SIGNAL_TYPES=ANALOG
/NEW_POINT_RATE=
/NEW_ANALOG_RATE=100
;
```

See Also

The pipeline command Upsample_Point_Data_to_Analog_Rate upsamples the point data of a C3D file

to match the analog rate using a cubic spline.