

Downsample_Data

Downsample all TARGET signals or all ANALOG signals by an integer multiple.

Note: As of February 2017, this is still a hidden and unsupported command

If modifying the ANALOG rate, not that the resulting ANALOG rate must be 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 and an ANALOG rate of 200

Downsample the POINT signals to 25

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 and an ANALOG rate of 200

Downsample the ANALOG signals to 100

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

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

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:file_commands:downsample_data&rev=1720790963

Last update: 2024/07/12 13:29

