

File Open

The command **File_Open** command will add a file to the Visual3D Workspace. The command is as follows:

```
File_Open
! /FILE_NAME=
! /FILE_PATH=
! /SEARCH_SUBFOLDERS=FALSE
! /SUFFIX=
! /SET_PROMPT=File_Open
! /ON_FILE_NOT_FOUND=PROMPT
! /FILE_TYPES_ON_PROMPT=
;
```

File_Open /File_Name= File_Name is the file name or file mask including the path. /File_Path= The path string that will be pre-pended to the File_Name /Search_Subfolder= Search all subfolders for files matching the filename or file mask !/Suffix= Text here will be added to the end of the C3D file which is loaded. !/Set_Prompt= This parameters sets the text in the upper left hand corner of the browse window !/On_File_Not_Found=PROMPT !/File_Types_On_Prompt= This parameter sets the type of files the dialog will show (CMO, C3D, ASCII, etc) ; **Note:** If **/File_Name=** is blank, a dialog pops up to allow the user to browse to the file. Wildcards (*) can be used in place of the file name.

File_Types

The following file types are supported and can be added within Visual3D:

- .c3d - C3D File or www.c3d.org
- .cmo - Visual3D Workspace File
- .txt - Visual3D TAB delimited text File
- .gcd - Vicon GCD File
- .ndi - NDI Aurora File
- .p2d - P2D File

Filter

You can filter using the following filter types:

- C3D
- CMO
- VND
- P2D
- ASCII
- XML
- NDI
- GCD

- MVNX

Multiple file types can be specified by using a plus sign (ex. C3D+CMO+P2D)

Examples

This page lists several examples for this command.

Prompt the user for the filename

This example will prompt the user for the files by opening a dialog box for selection.

```
File_Open  
/File_Name=  
;
```

Specify the filename

This example specifies the filename explicitly. Note that the filename should contain the complete path to the file.

```
File_Open=  
/File_Name= c:\demo_files\walking.c3d  
;
```

Specify the filename using wildcards

This example specifies the filename by using a wildcard. All C3D files in the c:\demo_files folder will be opened.

```
File_Open=  
/File_Name= c:\demo_files\*.c3d  
;
```

Specify the filename using a pipeline parameter and wildcards

This example uses [Pipeline Parameters](#) to specify the folder containing the data files and uses a wildcard in the filename

```
Set_Pipeline_Parameter_To_Folder_Path  
/PARAMETER_NAME= DATA_FOLDER  
/PARAMETER_VALUE=c:\demo_files  
;
```

```
! Now open the file.  
File_Open=  
/File_Name= ::DATA_FOLDER&*.c3d  
;
```

Specify the filename using the default data folder and wildcards

This example uses [Pipeline Parameters](#) to specify the [default data folder](#) containing the data files and uses a wildcard in the filename.

```
Set_Pipeline_Parameter_To_Folder_Path  
/PARAMETER_NAME= DATA_FOLDER  
/PARAMETER_VALUE=VISUAL3D_DEFAULT_DATA_FOLDER  
;  
  
! Now open the file.  
File_Open=  
/File_Name= ::DATA_FOLDER&*.c3d  
;
```

[Back to Pipeline Commands Reference](#)

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Last update: **2025/03/03 18:36**

