

File Open

Overview

The **File_Open** pipeline command is used to load a file into the Visual3D workspace.

- Usually, this command is the first step in a pipeline as all subsequent operations rely on having an active file loaded.
- For fi

Pipeline Command

The command below is as seen in the Visual3D application.

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

Command Parameters

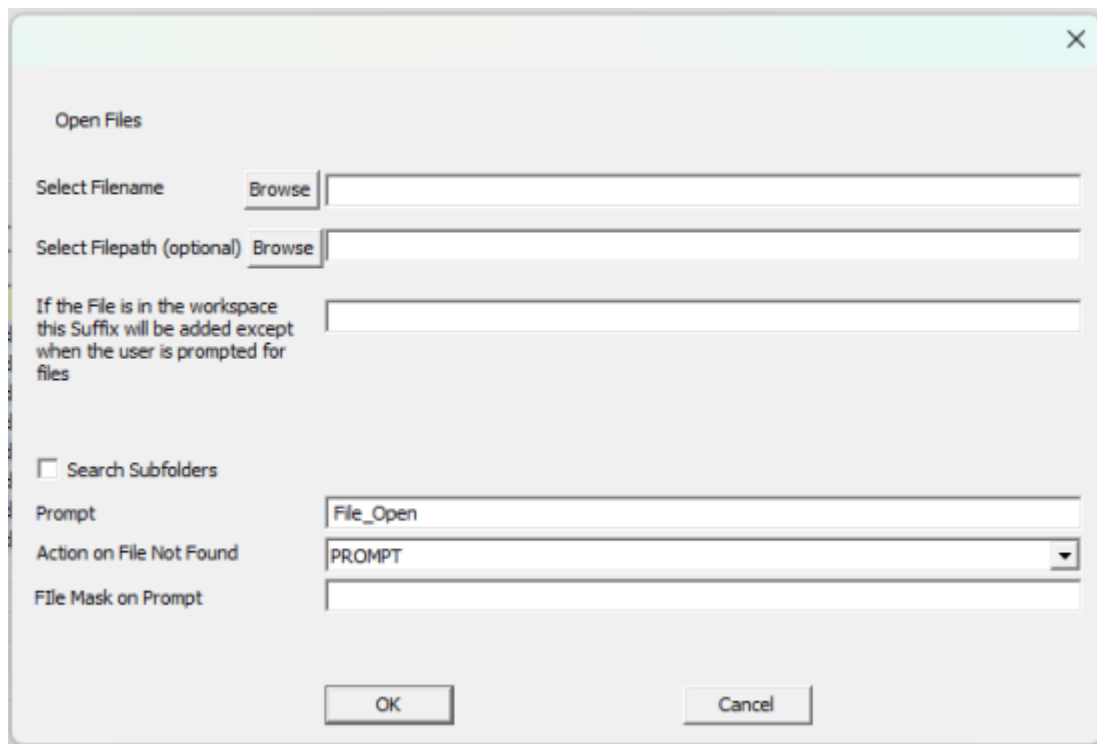
The following table shows the command parameters:

Parameter	Description
/FILE_NAME=	Name of the file being opened. This can be left blank if prompting the user
/FILE_PATH=	Path to the folder where the file is stored.
/SEARCH_SUBFOLDERS=FALSE	If set to 'TRUE', Visual3D will also search in subfolders under 'FILE_PATH'
/SUFFIX=	Optional suffix to append to the base file name.
/SET_PROMPT=File_Open	If provided, prompts the user with a dialog box titled with this label to choose a file manually.
/ON_FILE_NOT_FOUND=PROMPT	If the file is not found, 'PROMPT' or 'SKIP'
/FILE_TYPES_ON_PROMPT	Filter for the file types when using prompt.

Dialog Box

The command can be edited in a text editor or in a dialog form. To edit in the dialog, either click on the **Edit** button in the pipeline workshop or double-click on the pipeline command.

The dialog is shown below:



- **Select Filename:** Manually browse for and select the specific file you want to open.
- **Select Filepath (Optional):** Choose the folder where the file is stored.
- **Suffix:** If a file with this suffix exists in the folder, it will be automatically added to the file name.
- **Search Subfolders:** If checked, Visual3D will search within subfolders of the specified file path to find the file.
- **Prompt:** Sets the title shown in the file selection dialog when prompting the user to choose a file.
- **Action on File Not Found:** What Visual3D should do if the file is not found. Options include PROMPT or SKIP
- **File Mask on Prompt:** A filter for which file types appear in the dialog.

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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