

# 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 supported files and filter types, see the notes section.

## 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

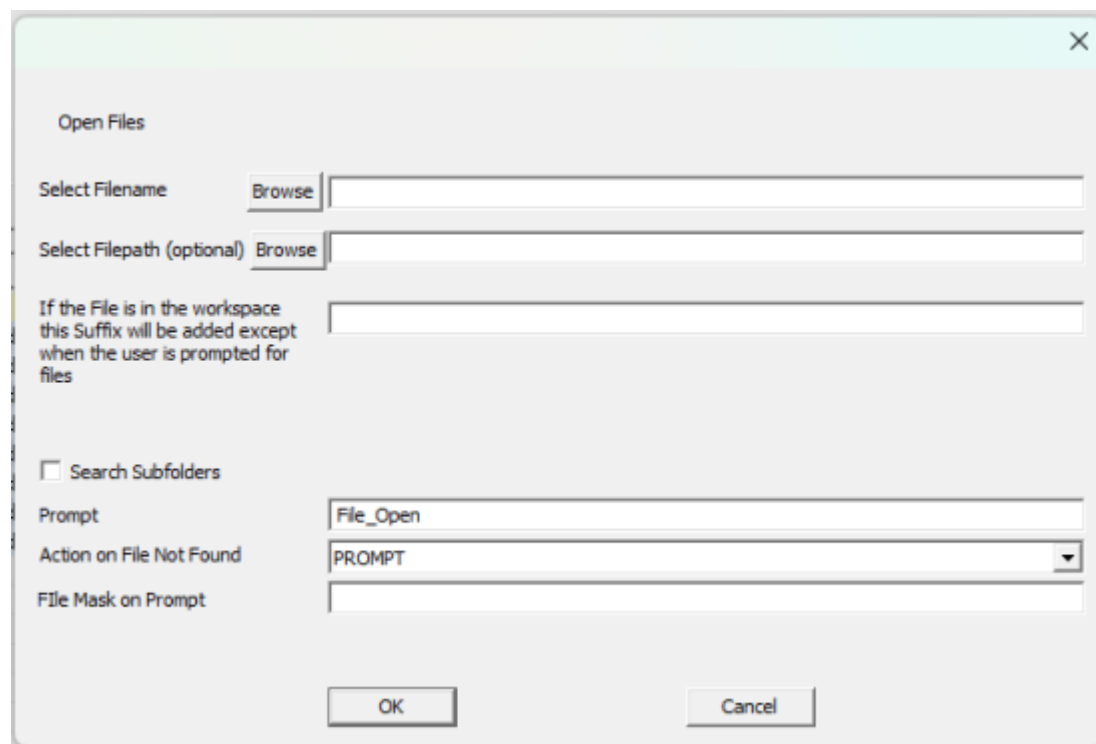
The following table shows the command parameters:

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

## Examples

The following examples will go through the use of the **File\_Open** command within the Visual3D application.

### Example 1: 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=  
! /FILE_PATH=  
! /SEARCH_SUBFOLDERS=FALSE  
! /SUFFIX=  
! /SET_PROMPT=File_Open  
! /ON_FILE_NOT_FOUND=PROMPT  
! /FILE_TYPES_ON_PROMPT=  
;
```

### Example 2: 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  
! /FILE_PATH=  
! /SEARCH_SUBFOLDERS=FALSE  
! /SUFFIX=  
! /SET_PROMPT=File_Open  
! /ON_FILE_NOT_FOUND=PROMPT  
! /FILE_TYPES_ON_PROMPT=  
;
```

### Example 3: 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  
! /FILE_PATH=  
! /SEARCH_SUBFOLDERS=FALSE  
! /SUFFIX=  
! /SET_PROMPT=File_Open  
! /ON_FILE_NOT_FOUND=PROMPT  
! /FILE_TYPES_ON_PROMPT=
```

### Example 4: 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
! /FILE_PATH=
! /SEARCH_SUBFOLDERS=FALSE
! /SUFFIX=
! /SET_PROMPT=File_Open
! /ON_FILE_NOT_FOUND=PROMPT
! /FILE_TYPES_ON_PROMPT=
```

### Example 5: 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_Open
/FILE_NAME= ::DATA_FOLDER&*.c3d
! /FILE_PATH=
! /SEARCH_SUBFOLDERS=FALSE
! /SUFFIX=
! /SET_PROMPT=File_Open
! /ON_FILE_NOT_FOUND=PROMPT
! /FILE_TYPES_ON_PROMPT=
```

## Notes

### File Types

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

- .c3d - C3D File or [www.c3d.org](http://www.c3d.org)
- .cmz - Visual3D Workspace File
- .h5 - Visual3D [HDF5](#) Workspace File
- .txt - Visual3D TAB delimited text File
- .gcd - Vicon GCD File
- .ndi - NDI Aurora File
- .p2d - P2D File

## File Search Filter Types

You can filter using the following filter types:

- C3D
- CMZ
- VND
- P2D
- ASCII
- XML
- NDI
- GCD
- MVNX

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

[Back to Pipeline Commands Reference](#)

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