

Import Analog ANB Signals

The **Import Analog ANB Signals** command can be used to import analog signals from an ANB formatted file into a C3D file in Visual3D.

Pipeline Command

The command can be found in the Pipeline Workshop within the **File Open/Import** folder as so:

```
Import_Analog_ANB_Signals
! /REPLACE_EXISTING_SIGNALS=TRUE
! /DELETE_ALL_EXISTING_SIGNALS=FALSE
! /UPDATE_C3D_FILE=FALSE
;
```

Command Parameters

The following table shows the command parameters seen above and their descriptions:

REPLACE_EXISTING_SIGNALS	True or False: Replace existing signals in the workspace
DELETE_ALL_EXISTING_SIGNALS	True or False: Deleting existing signals in the workspace
UPDATE_C3D_FILE	True or False: Updated values in existing .c3d file

Example: Replace values in existing C3D with those in ANB

The following code replaces existing values in a C3D file and replaces them with analog values in an ANB file:

```
Import_Analog_ANB_Signals
/REPLACE_EXISTING_SIGNALS=TRUE
! /DELETE_ALL_EXISTING_SIGNALS=FALSE
/UPDATE_C3D_FILE=TRUE
;
```

Notes

The filename must be the same; only the extension is different.
For example:

file.c3d will import signals from **file.anb**

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