

imports analog signals from an anb formatted file into a c3d file.

```
import_analog_anb_signals  
! /replace_existing_signals=true  
! /delete_all_existing_signals=false  
! /update_c3d_file=false  
;
```

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

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

[back to pipeline commands reference](#)

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