

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**

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