

Import_Analog_ANB_Signals

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](#)

From:
<https://has-motion.com/wiki/> - Wiki Documentation Site

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:file_commands:import_analog_anb_signals&rev=1720793004

Last update: 2024/07/12 14:03

