

Import Analog Bioware Signals

The **Import Analog Bioware Signals** command can be used to import analog data from a Bioware (kistler) v3 file (.dat) into a C3D file.

Pipeline Command

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

```
Import_Analog_Bioware_Signals
! /FILE_NAME=
! /SET_PROMPT=Open data file
;
```

Command Parameters

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

FILE_NAME	Name of Bioware File, if left blank user will be prompted to select file
SET_PROMPT	Command action prompt. Default: Open data file

Example: Open Bioware file

The following code opens and imports data from a Bioware file named "Test_example.v3":

```
Import_Analog_Bioware_Signals
/FILE_NAME=Test_example.v3
! /SET_PROMPT=Open data file
;
```

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Last update: 2026/04/23 15:36

