

Import Analog NDI Signals

The **Import Analog NDI Signals** command can be used to import NDI Analog signals from a V# or O# formatted file into an existing C3D file. If the Analog rate is not an integer multiple of the Point rate, the Analog data will be resampled.

Pipeline Command

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

```
Import_Analog_NDI_Signals
! /C3D_FILE_NAME=
! /IMPORT_FILE_NAME=
! /UPDATE_C3D_FILE=FALSE
! /REPLACE_EXISTING_SIGNALS=FALSE
! /DELETE_ALL_EXISTING_SIGNALS=FALSE
;
```

Command Parameters

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

C3D_FILE_NAME	Name of starting C3D file
IMPORT_FILE_NAME	Name of NDI signal to be imported, if left blank user will be prompted to select one
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 NDI

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

```
Import_Analog_NDI_Signals
/C3D_FILE_NAME=Test_C3D
! /IMPORT_FILE_NAME=
/UPDATE_C3D_FILE=TRUE
/REPLACE_EXISTING_SIGNALS=True
! /DELETE_ALL_EXISTING_SIGNALS=FALSE
;
```

Notes

It is recommended that users [translate the C# files into C3D files](#), then import the analog files.

[Back to Pipeline Commands Reference](#)

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