

Imports 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.

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

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

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