

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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https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:file_commands:import_analog_ndi_signals&rev=1718801423

Last update: **2024/06/19 12:50**

