

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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