

Import Analog NDI Signals

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.

[Back to Pipeline Commands Reference](#)

From:
<https://has-motion.com/wiki/> - Wiki Documentation Site

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:file_commands:import_analog_ndi_signals&rev=1721230941

Last update: 2024/07/17 15:42

