

Import_Analog_ANB_Signals**Import_Analog_Bioware_Signals****Import_Analog_Frappier_Signals****Import_Analog_Fsv_Signals****Import_Analog_NDI_Signals**

Importing Analog signals from NDI Toolbench into a C3D file.

Import_Analog_Noraxon_EMG_Signals**Import_Pedar_Data****Import_Analog_SON_Signals****Import_Analog_Signals_From_AMTI_Ascii_File**

The ASCII file exported by AMTI is a very simple file with no header, and the data stored in columns.

Import_Analog_Signals_From_Arsalis_Ascii_File**Import_Analog_Signals_From_DASYLAB_Ascii_File****Import_Analog_Signals_From_Delsys_Ascii_File****Import_Analog_Signals_From_Microstrain_Ascii_File****Import_Analog_Signals_From_Winternet_Signals****Import_Analog_Signals_From_ADInstruments_Chart_Ascii_File****Import_Data_From_ASCII_File**

Import_Analog_Signals_From_DATAPAC_Files

Import_Signals_From_C3D_File

This command imports signals from a C3D file into the Active File. NOTE: only ANALOG signals can be imported, and SYNCH pulses are assumed to be ANALOG signals.

Import_Surrey_Force_Platform_Signals

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_signals&rev=1718717453

Last update: 2024/06/18 13:30

