

Import Analog Signals From Arsalis Ascii File

This command imports analog signals from an Arsalis ASCII formatted file into a C3D file.

Pipeline Command

The command can be found in the Pipeline Workshop within the **File Open/Import** folder as so:

```
Import_Analog_Signals_From_Arsalis_Ascii_File
! /REPLACE_EXISTING_SIGNALS=TRUE
! /FOLDER=
;
```

Command Parameters

The following table shows the command parameters seen above and their descriptions:

Parameter	Description
Replace Existing Signals	If true, then any existing analog signals in the C3D file matching Visual3D's default names will be replaced.
Folder	The name of the ANALOG folder into which the signals should be imported. By default this is the ORIGINAL folder.

Notes

Note that the name of the ANALOG file should be similar to the C3D file.
For example: **test.c3d** and **test.txt**
The sampling rate is assumed to be constant.

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Last update: 2026/04/27 15:39

