

Import Analog SON Signals

Imports analog data from a SON data file (.smr/spike2) into a C3D file.

```
Import_Analog_SON_Signals  
! /FILE_NAME=  
;
```

[Back to Pipeline Commands Reference](#)

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

Permanent link:
https://www.wiki.has-motion.com/doku.php?id=visual3d:documentation:pipeline:file_commands:import_analog_son_signals

Last update: **2024/07/17 15:45**

