

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](#)

Retrieved from ""

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_son_signals&rev=1718385996

Last update: **2024/06/14 17:26**

