

Merge Aurora Files

The **Merge Aurora Files** command merges a set of NDI Aurora files into a Visual3D ASCII file.

Pipeline Command

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

```
Merge_Aurora_Files
! /INPUT_FILE_NAMES=
! /OUTPUT_FILE_NAME=
! /FRAME_RATE=1000
! /UNITS=cm
! /SET_PROMPT=Open Aurora files
;
```

Command Parameters

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

Parameter	Description
! /INPUT_FILE_NAME=	Name of input file
! /OUTPUT_FILE_NAME=	Name of file to be created
! /FRAME_RATE=	Frame rate for both files
! /UNITS=	Units to be used for file data
! /SET_PROMPT=	Optional prompt message shown if no input file is selected. Defaults to 'Open Aurora Files'.

Example: Open Aurora File from Prompt

The following code can be used to prompt the user to select an Aurora file with a frame rate of 540 fps and units of meters:

```
Merge_Aurora_Files
! /INPUT_FILE_NAMES=
/OUTPUT_FILE_NAME=OUTPUT_TEST
/FRAME_RATE=540
/UNITS=m
/SET_PROMPT=Open Aurora files
;
```

Notes

Wildcards (*) can be used for the INPUT_FILE_NAMES, for example:

```
/INPUT_FILE_NAMES=*input_test*
```

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