

Merges a set of NDI Aurora files into a Visual3D ASCII file.

```
Merge_Aurora_Files
! /INPUT_FILE_NAMES=
! /OUTPUT_FILE_NAME=
! /FRAME_RATE=1000
! /UNITS=cm
;
```

Wildcards (*) can be used for the INPUT_FILE_NAMES.

[Back to Pipeline Commands Reference](#)

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

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:file_commands:merge_aurora_files&rev=1718805616

Last update: **2024/06/19 14:00**

