

Modify Point Rate

This command allows the user to modify the [point](#) and/or [analog rate](#) in the [C3D file](#). Care should be taken when doing this, as the motion capture vendor's metadata for their measurements should not be edited lightly.

The motivating use case for this command is the fact that some motion capture systems have limits on the POINT sampling rate. If the user wants to collect ANALOG data using a motion capture A/D board, for example, and chooses not to collect point data then the C3D analog rate is still restricted to an artificial (and meaningless) point rate. The `Modify_Point_Rate` command allows the user to modify the rates stored within the C3D file to avoid this limitation.

```
Modify_Point_Rate
/POINT_RATE=
/ANALOG_RATE=
! /OVERWRITE_C3D_FILE=FALSE
;
```

Note that the user should set both the POINT and the ANALOG rate with the same command.

Example: Analog Ratio of 1

For example, to set the Point and Analog rate to 1600, which will produce an analog ratio of 1.

```
Modify_Point_Rate
/POINT_RATE=1600
/ANALOG_RATE=1600
! /OVERWRITE_C3D_FILE=FALSE
;
```

This is useful for analog-only c3d files because [Event Labels](#) can only be computed at POINT rate.

See Also

[Back to Pipeline Commands Reference](#)

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