

Modify the point and/or analog rate in the c3d file.

Some motion capture systems have limits on the POINT sampling rate. If the user wants to collect ANALOG data using the MoCap A/D board, and chooses not to collect point data, 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.

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

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.

[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:modify_point_rate&rev=1718386005

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

