

Recalc

Overview

The **Recalc** command is used to update the workspace by re-processing key calculations after any model changes are made. This is often necessary when new segments or landmarks have been added, or when model-based computations may no longer be in sync with the current model structure.

When executed, Recalc performs a comprehensive rebuild of the workspace by:

- Rebuilding all models
- Recomputing model-based landmarks and pose (position and orientation)
- Reassigning force platforms
- Recomputing kinematics and kinetics
- Recomputing center of mass
- Updating report graphs and display windows.

You can actually customize the commands that are executed when the Recalc is run. These are listed under the RECALC Pipeline, which can be found in the pipeline workshop or accessed via the button at the top of the Visual3D interface.

For more information on customizing this process, visit the [RECALC Pipeline page](#).

Pipeline Command

The command below is as seen in the Visual3D application. It does not take any parameters, as it is a standalone command.

```
Recalc
```

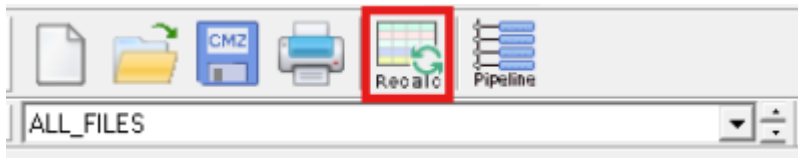
```
;
```

Command Parameters

This command does not take any user-defined parameters, to customize what is processed with Recalc, visit the [RECALC Pipeline](#) page as mentioned before.

Dialog

There is no dialog box for this command due to it being a stand-alone function. The application interface alternative option is the recalc button on the toolbar:



Examples

The following examples will go through the use of the Recalc command in the Visual3D application.

Example 1: Adding a Custom Foot Midpoint Landmark and Recalculating the Model

This example walks through the process of defining a new custom landmark on the foot (midpoint between heel, MT1, and MT5), running the Recalc command to update the model, and then setting up for use in further analysis.

Firstly, ensure that target markers are available in your workspace, so that joint positions can be determined. If they have not yet been created, use the [Create Target](#) command to ensure the required markers exist in the workspace.

```
Create_Target
/SIGNAL_NAMES=[L.HEEL, L.MT1 + L.MT5]
! /SIGNAL_DESCRIPTION=
/EXPRESSION=
! /INCLUDE_MOTIONFILE=TRUE
! /INCLUDE_CALFILE=FALSE
;
```

Step 2: Add the Midpoint Landmark to the Model and Recalc to ensure it is created.

```
Add_Landmark
/LANDMARK_NAME=LF_MIDPT
! /CALIBRATION_FILE=
! /USER_GENERATED=TRUE
/USE_PERCENTAGE=TRUE
! /CALIBRATION_ONLY=FALSE
/USE_TARGETS=TRUE
! /SEGMENT_NAME=
/TARGET_TYPES=TARGET+TARGET+TARGET
/TARGET_NAMES=L.HEEL+L.MT1+L.MT5
! /MCS_ML=0.0
! /MCS_AP=0.0
/MCS_AXIAL=0.5
! /LANDMARK_LOCATION=
! /REFERENCE_LOCATION_TYPE=
! /REFERENCE_LOCATION_NAME=
! /USE_REFERENCE_LOCATION=FALSE
```

```
;

Recalc

;
```

Step 3: Use Landmark in Further Analysis

Here we compute the global maximum of the LF_MIDPT landmark's vertical component, representing peak foot height.

```
Metric_Maximum
/RESULT_METRIC_NAME=Foot_Midpt_Max_Height
! /APPLY_AS_SUFFIX_TO_SIGNAL_NAME=FALSE
/SIGNAL_TYPES=LANDMARK
/SIGNAL_NAMES=LF_MIDPT
/COMPONENT_SEQUENCE=Y
! /EVENT_SEQUENCE=
/EXCLUDE_EVENTS=
! /SEQUENCE_PERCENT_START=
! /SEQUENCE_PERCENT_END=
/CREATE_GLOBAL_MAXIMUM=TRUE
! /GENERATE_MEAN_AND_STDDEV=TRUE
! /APPEND_TO_EXISTING_VALUES=FALSE
;
```

Notes

- Recalc ensures your model-based computations and workspace signals are always up-to-date.
- If you add or edit any landmarks or segments, you should run Recalc before further calculations or reports.
- The RECALC Pipeline can be customized to add user-defined commands that will always run when Recalc is executed.

[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:recalc

Last update: **2025/07/30 18:00**

