

Recalc

Rebuilds any model(s) and any landmarks dependent on the model(s). The Recalc command also executes the [RECALC Pipeline](#). In addition if any changes have been made to the Events then Recalc will update any Report Graphs dependent on these events. As a general rule, anytime a change has been made to the EVENT LABELS or to PROCESSED signals that may effect the results in the report, it is always safest to RECALCULATE the workspace before printing the report or saving the CMO file.

[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&rev=1719433556

Last update: **2024/06/26 20:25**

