

Recalc

Overview

The **Recalc** command is used to rebuild and update all model-based data for every file in the workspace. It performs a wide range of recalculations including models, landmarks, kinematics/kinetics, and more.

This command is especially important making changes to:

- A model definition
- A pipeline command affecting landmarks or forces
- Any updates that alter segment pose, orientation, or relationships.

The command also executes the user-defined RECALC pipeline, which can include any custom commands (e.g. additional calculations or filtering) that the user wants to run automatically during recalculation.

When the Recalc command is executed (or the Recalc button in the GUI is clicked), Visual3D performs the following in order:

1. Reprocess Force Platforms

If the setting for “use processed analog” is enabled, force plate data is recomputed.

2. Rebuild All Models

Recalculates the Workspace.

```
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.

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