

Remove Prefix From Point Labels

Some motion capture manufacturers' software provides an option to add a prefix to all of the marker labels. This has the potential to cause a big problem when reading these files in Visual3D, since an assumption is made that markers are named consistently between files, especially between the standing trial and the movement trials. This pipeline command allows users to remove the specified prefix(es) from [TARGET](#) (marker) names within the active files.

Pipeline Command

```
Remove_Prefix_From_Point_Labels
! /PREFIX=
! /INCLUDE_CAL_FILE=TRUE
! /OVERWRITE_C3D_FILE=FALSE
;
```

Command Parameters

Parameter	Description
Prefix	If specified, only this prefix will be removed from the signal names. If left blank, Visual3D looks for the C3D Parameter Group called "SUBJECTS" and the parameter "LABEL_PREFIXES". This could contain several entries, and Visual3D searches the TARGET s for signal names containing these prefixes and the prefix is removed from the name.
Include Cal File	If TRUE, the model files will be modified as well.
Overwrite C3D File	If TRUE, the modified C3D file will be saved over the current file on disk. Use with caution. It is recommended that the parameter be set to FALSE in most cases so that the new names can be verified. The files can then be exported in an independent command.

Example

Given a file with marker names

1. MarkerSet_C7
2. MarkerSet_L_ACR
3. MarkerSet_L_CLAV
4. MarkerSet_L_FARM_1
5. MarkerSet_L_FARM_2
6. MarkerSet_L_FARM_3
7. etc.

The prefix to be removed is: MarkerSet_. As with all commands, Remove_Prefix_From_Point_Labels acts on all [visual3d:documentation:definitions:active_files|active files], so ensure that you have selected the files you want modified.

```
Remove_Prefix_From_Point_Labels  
/PREFIX=MarkerSet_  
! /INCLUDE_CAL_FILE=TRUE  
! /OVERWRITE_C3D_FILE=FALSE  
;
```

The resulting TARGET names are:

1. C7
2. L_ACR
3. L_CLAV
4. L_FARM_1
5. L_FARM_2
6. L_FARM_3
7. etc.

See Also

[Back to Pipeline Commands Reference](#)

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