

Remove Prefix From Point Labels

This pipeline command allows you to remove the specified prefix(es) from **TARGET** (marker) names within the active files.

Command

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

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 command can be used to remove the marker prefix from **TARGETS**.

/Prefix Parameter

If the PREFIX parameter is specified, only this prefix will be removed from the signal names.

If the PREFIX parameter is 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 **TARGETS** for signals containing these names and the prefix is removed from the name.

We have seen instances where the manufacturer stores these values incorrectly. In this case, the user should manually specify the prefix and the C3D Parameters are ignored.

/Include_Cal_File

If TRUE, the model files will be modified as well.

/Overwrite_C3D_File

If TRUE, the modified c3d file will be exported.

Use this parameter 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_

The command acts on all [Active_Files|active files], so ensure that you have selected the files you want modified.

The command parameters are:

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

The result is:

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

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