

Modify One Force Platform

This command can be used to perform the same function as the [Modify Force Platform Parameters](#) command, but for just one force platform.

Pipeline Command

This command can be found in the Pipeline Workshop within the **Force** folder as so:

```
Modify_One_Force_Platform
! /FP_SELECTED=
! /FP_TYPE=
! /FP_CHANNEL=
! /FP_ORIGIN=
! /FP_CALMATRIX=
! /FP_ZEROS=
! /FP_CORNER1=
! /FP_CORNER2=
! /FP_CORNER3=
! /FP_CORNER4=
! /FP_COP_POLYNOMIAL=
! /FP_COP_TRANSLATION=
! /FP_COP_ROTATION=
! /UPDATE_C3D_FILE=FALSE
! /MODIFY_CAL_FILE=FALSE
;
```

Command Parameters

The following table shows the command parameters seen above and their descriptions:

FP Selected	Which force platform to be modified
FP Type	Types of force platforms (1=default, 2= AMTI,Bertec, 3= Kistler)
FP Channel	An array containing the ANALOG channels associated with the force platform
FP Origin	The origin of the force platform in the force platform coordinate system (see the force platform manufacturer specifications)
FP Calmatrix	Name of folder containing the COP signal(s)
FP Zeros	Name of folder containing the freemoment signal(s)
FP Corner	The (x,y,z) coordinates of the force platform corners in the laboratory coordinate system. Note that there is a specific ordering of the four corners
FP COP Polynomial	True or False: Auto assign segment and frames
FP COP Translation	The name of the segment the force is applied to
FP COP Rotation	The first frame to apply the assignment
Update C3D File	True or False: Update the existing c3d file to the new parameters
Modify Cal File	True or False: Modify the calibration file to the new parameters

Dialog

It is also possible to modify force platform parameters via the graphical interface's dialog located in Visual3D's Force menu. The dialog provides you with an overview of all the current force platform parameter values and allows you to edit and save these values.

Example: Vertically Shifting Each FP Corner

This example shows how the each corner of a force platform can be given a vertical translation:

```
Modify_One_Force_Platform
/FP_SELECTED=1
/FP_TYPE=2
/FP_CHANNEL=1+2+3+4+5+6
/FP_ORIGIN=241.5+819+-0.001
! /FP_CALMATRIX=
/FP_ZEROS=1+0
/FP_CORNER1=-1.502+-819.00098+0.
/FP_CORNER2=-484.50195+-818.99896+0.
/FP_CORNER3=-484.49799+819.001+0.
/FP_CORNER4=-1.498+818.999+0.
```

```

/FP_COP_POLYNOMIAL=0+0+0+0+0+0+0+0+0+0+0+0
/FP_COP_TRANSLATION=0+0+0
/FP_COP_ROTATION=0+0+0
! /UPDATE_C3D_FILE=FALSE
! /MODIFY_CAL_FILE=FALSE
;

```

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