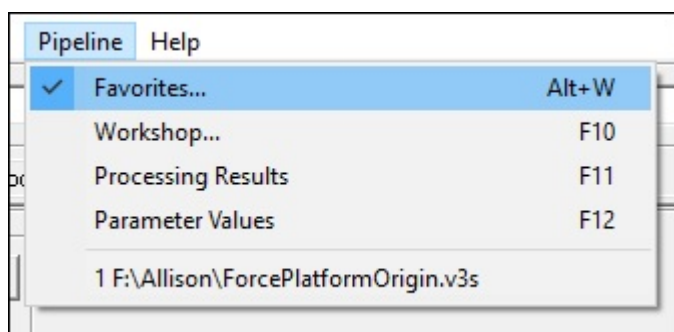


# Pipeline Favorites

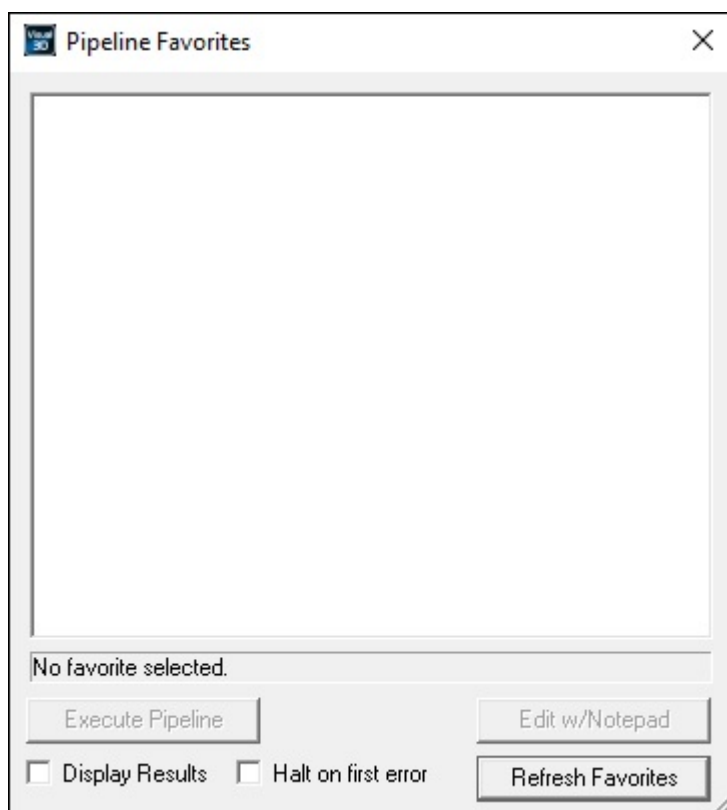
## Pipeline Favorites Overview

**Pipeline Favorites** is a very powerful way for you to list your pipeline scripts as a **Table of Contents**. Your list of pipeline scripts can be viewed or run from the **Pipeline Favorites** list box. The image below shows how you can access your pipeline favorite scripts from the **Pipeline** Menu.

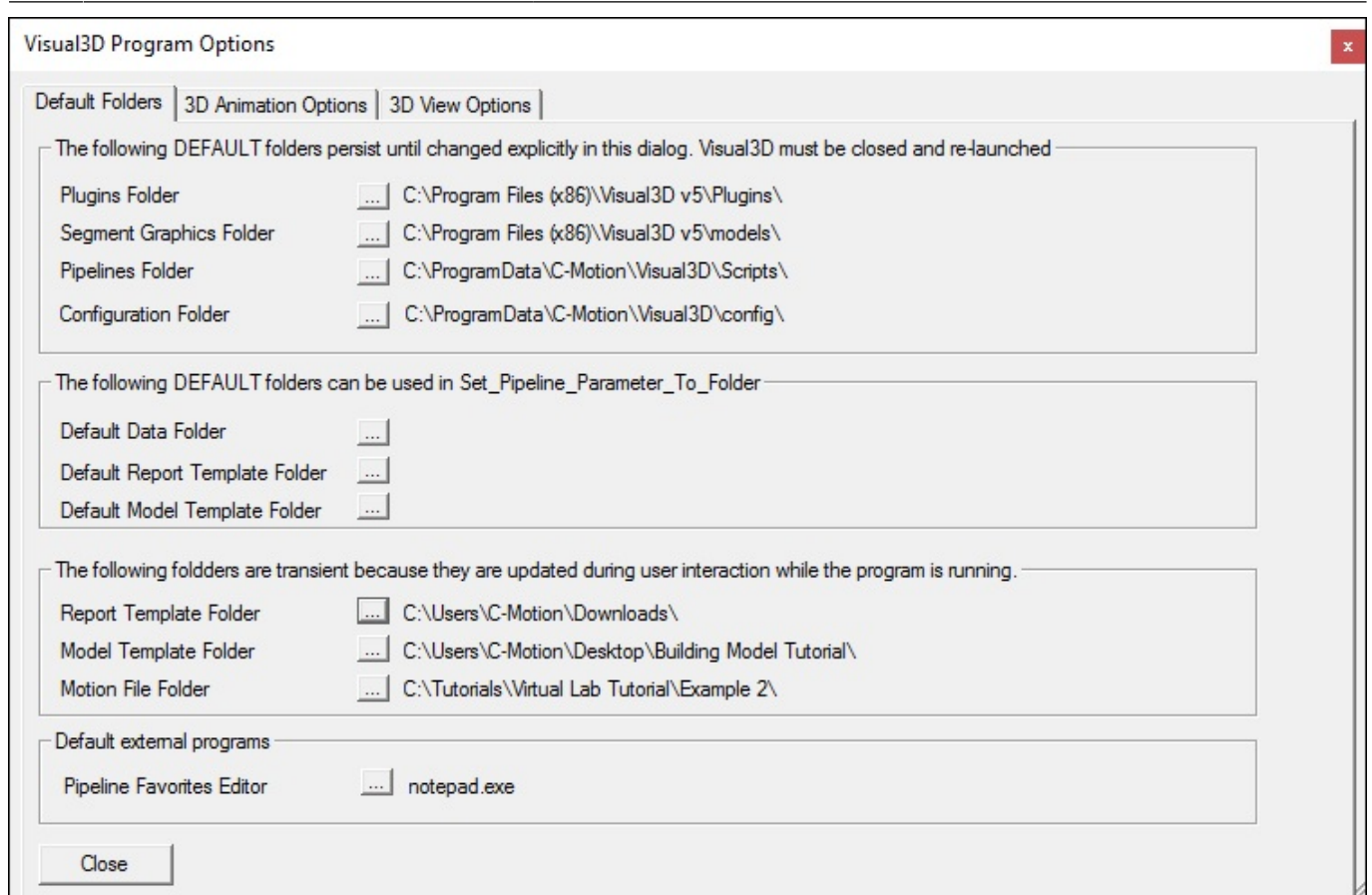


## Setup Default Script Folder

When Visual3D is installed, there are typically no pipelines made available to the favorites, so the list box is empty.

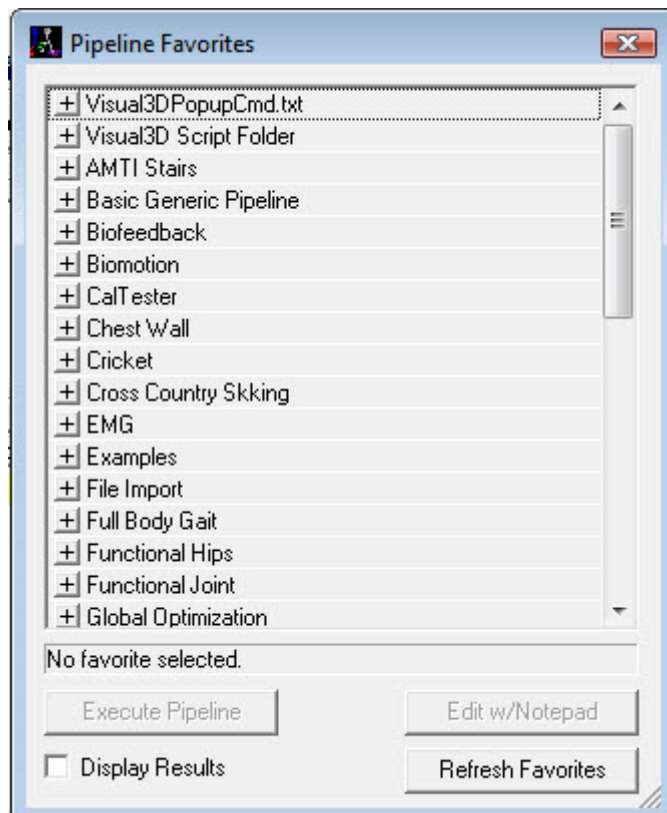


The pipeline favorites is populated based on data in the default Script Repository Folder. The **Pipeline Folder** can be edited in the Program Options.



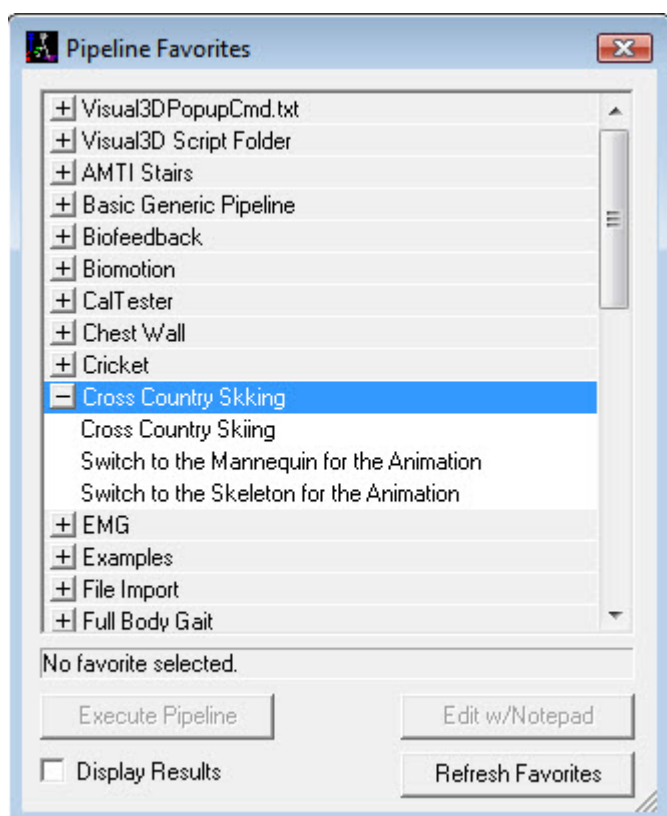
## Create Folders

On your computer, create a folder for each collection of pipelines in the default script folder. If the default script folder is populated, the pipeline list box will be populated when Visual3D is executed. Each of the entries in the list box shown is the name of the Folder than contains pipelines.



## Viewing and Executing a Script from Favorites List

Each of these folders can be expanded to reveal the pipelines stored in the folder. Double clicking with the Left Mouse Button will execute the pipeline script.



## Examples

To illustrate how to use the pipeline favorites, we list here two pipeline examples that you will setup in your pipeline script folder.

### Create Favorites Example\_1

Create a folder called **Popup\_Example\_1** in the default script folder. In a text editor, copy the following pipeline commands and save as **Example1.v3s** in the newly created **Popup\_Example\_1** folder.

```
!*****
! Pipeline popup example 1 script
!*****

! Starting Fresh - Clear Workspace
File_New
;

Set_Pipeline_Parameter_To_Folder_Path
/PARAMETER_NAME=FOLDER
/PARAMETER_VALUE=
! /PARAMETER_VALUE_SEARCH_FOR=
! /PARAMETER_VALUE_REPLACE_WITH=
! /PARAMETER_VALUE_APPEND=
;

! Now ensure that the file open dialogs point to this folder not to the
previously opened folders
Set_Default_Folders
! /PLUGINS=
! /SEGMENT_GRAPHICS=
! /PIPELINE=
! /REPORT_TEMPLATE=
/MODEL_TEMPLATE=:FOLDER
/MOTION_FILE=:FOLDER
! /DEFAULT_DATA=
! /CMO_LIBRARY_PATH=
! /DEFAULT_REPORT_TEMPLATE=
! /DEFAULT_MODEL_TEMPLATE=
;

Create_Hybrid_Model
! /CALIBRATION_FILE=
! /RANGE=ALL_FRAMES
;

! Load the Model Template
```

```

Apply_Model_Template
! /MODEL_TEMPLATE=
! /CALIBRATION_FILE=
;

Open_File
! /FILE_NAME=
;

Assign_Model_File
! /CALIBRATION_FILE=
! /MOTION_FILE_NAMES=
! /REMOVE_EXISTING_ASSIGNMENTS=FALSE
;

```

## Create Favorites Example\_2: Build Model

Create a folder called **Popup\_Example\_2** in the default script folder. For this example, we will split the commands from **Example1.v3s** into two pipeline scripts. In a text editor, copy the following pipeline commands and save as **Build Model.v3s** in the newly created **Popup\_Example\_2** folder.

```

! *****
! Pipeline popup example 2 build model script
! *****

! Starting Fresh - Clear Workspace
File_New
;

Set_Pipeline_Parameter_To_Folder_Path
/PARAMETER_NAME=FOLDER
/PARAMETER_VALUE=
! /PARAMETER_VALUE_SEARCH_FOR=
! /PARAMETER_VALUE_REPLACE_WITH=
! /PARAMETER_VALUE_APPEND=
;

! now ensure that the file open dialogs point to this folder not to the
previously opened folders
Set_Default_Folders
! /PLUGINS=
! /SEGMENT_GRAPHICS=
! /PIPELINE=
! /REPORT_TEMPLATE=
/MODEL_TEMPLATE=: FOLDER
/MOTION_FILE=: FOLDER
! /DEFAULT_DATA=
! /CMO_LIBRARY_PATH=
! /DEFAULT_REPORT_TEMPLATE=
! /DEFAULT_MODEL_TEMPLATE=

```

```
;

Create_Hybrid_Model
! /CALIBRATION_FILE=
! /RANGE=ALL_FRAMES
;

! Load the Model Template
Apply_Model_Template
! /MODEL_TEMPLATE=
! /CALIBRATION_FILE=
;
```

## Create Favorites Example 2: Open Movement Trial

In a text editor, copy the remaining two pipeline commands from **Popup\_Example1.v3s** and save as **Open Movement Trial.v3s** in the newly created **Popup\_Example\_2** folder.

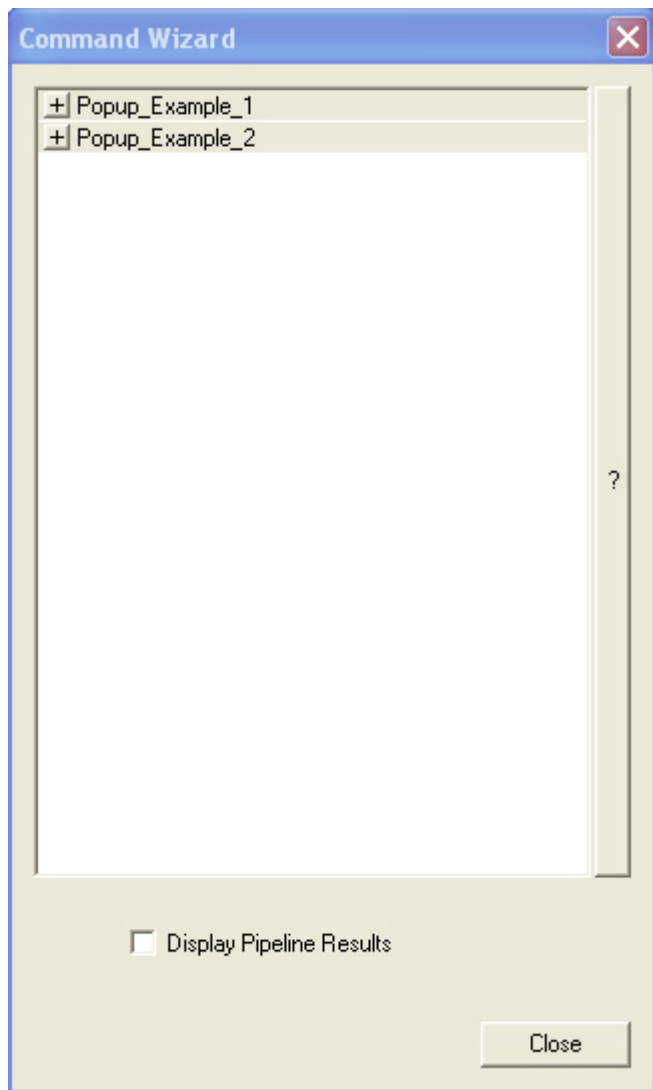
```
! *****
! Pipeline popup example 2 Favorites Open Movement Trial
! *****

Open_File
! /FILE_NAME=
;

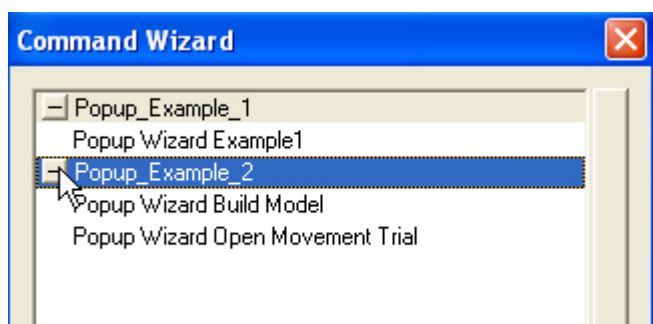
Assign_Model_File
! /CALIBRATION_FILE=
! /MOTION_FILE_NAMES=
! /REMOVE_EXISTING_ASSIGNMENTS=FALSE
;
```

## Executing a Pipeline from the Favorites Dialog

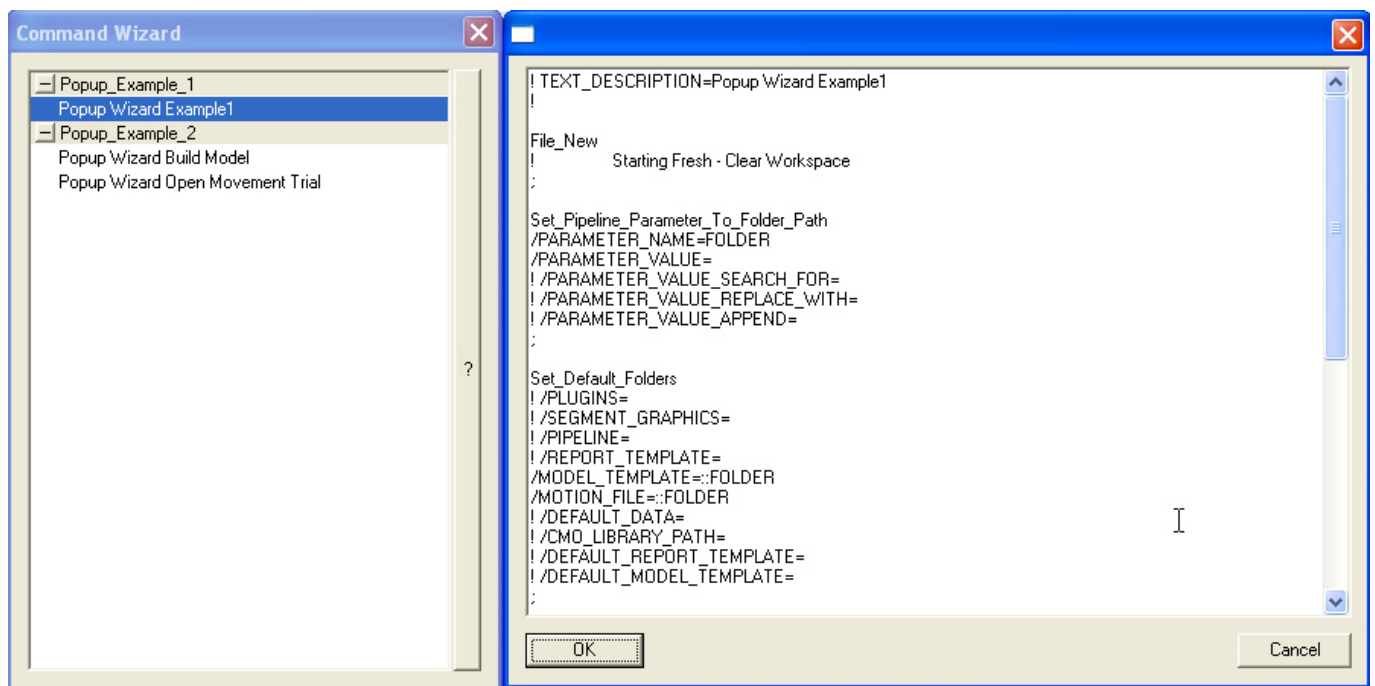
When Visual3D is launched, the Favorites Dialog should look as follows:



Each of these items can be expanded.



Selecting the long vertical bar with the ? label will open the pipeline file

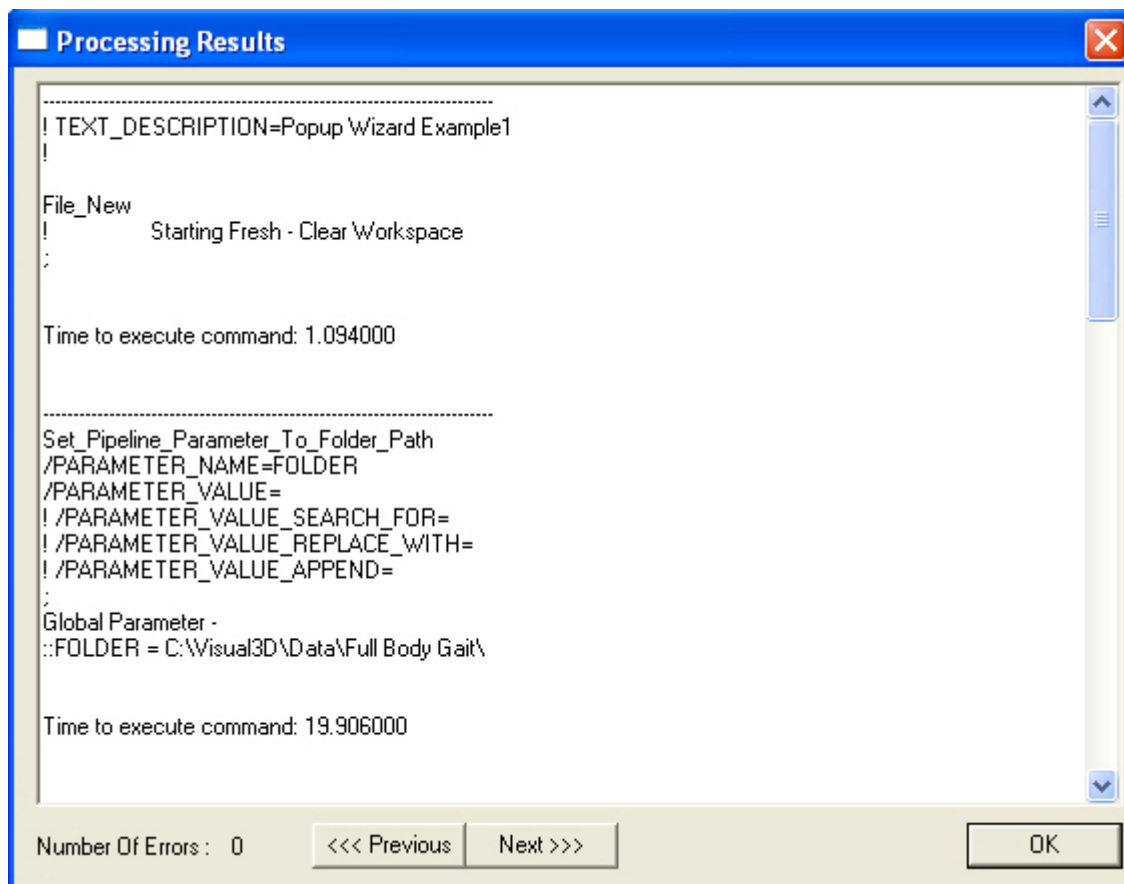


Double clicking on the pipelines will launch the pipeline

If the Display Pipeline Results is checked, the Processing Results will be displayed.

☒ Display Pipeline Results

For example the first example pipeline will generate these pipeline results.



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