

/Signal_Folder or /SIGNAL_FOLDER The name of the folder containing the signal(s)

All signals in Visual3D can have multiple instances:

ORIGINAL PROCESSED , etc.

Retrieved from ""

From:
<https://has-motion.com/wiki/> - Wiki Documentation Site

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:general_information:signal_folder&rev=1718644042

Last update: 2024/06/17 17:07

