

Signal_Folder

/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.

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=1721158177

Last update: 2024/07/16 19:29

