

# Signal Names

This is a common parameter in pipeline commands, allowing the user to specify which specific signals to be evaluated as input. Signal names are the third (bottom) level of the [data tree](#) hierarchy.

The parameter will appear in commands as `/Signal_Names` or `/SIGNAL_NAMES`.

## Multiple Input

The `+` symbol is used as a delimiter for multiple entries. For example, to specify the three signals RFT1, RFT2, and RFT3:

```
/Signal_Names=RFT1+RFT2+RFT3
```

## Empty Input

Some commands allow empty input for this parameter, for example:

```
/Signal_Names=
```

In these cases, this indicates that Visual3D should use all signals of the specified [signal type](#) (and, if specified, [signal folders](#)).

## See Also

The `Signal_Type` parameter is often accompanied by two other parameters:

- [Signal\\_Types](#)
- [Signal\\_Folder](#)

Together these three parameters represent the application-wide [data tree syntax](#).

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Last update: **2026/09/09 21:00**

