

/signal_names or /signal_names the names of the signals used by the pipeline command.

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 many commands allow signal_names to be blank

/signal_names= in the cases that this is allowed, this indicates that visual3d should use all signals of the specified [signal_types](#)

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_names&rev=1718804257

Last update: 2024/06/19 13:37

