

Signal_Names

/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=1720027734

Last update: 2024/07/03 17:28

