

Metric_Explicit

This command creates a metric signal explicitly.

\\ Metric_Explicit\\ /RESULT_METRIC_NAME=	Name of the	
resulting signal\\ ! /RESULT_METRIC_FOLDER=PROCESSED	Name of the resulting	
folder\\ /METRIC_VALUE=	Component Value(s)\\ ;\\	

Previous versions of Visual3D labeled this command Explicit_Metric

Example

This example will create a metric signal with 3 component values of 1, 2, 3. The resulting signal will be named **NEW_SIGNAL** and be located in the **OFFSET** folder.

\\ Metric_Explicit\\ /RESULT_METRIC_NAME= NEW_SIGNAL\\	
/RESULT_METRIC_FOLDER= OFFSET\\ /METRIC_VALUE= 1+2+3\\ ;\\	

Result



Expressions

In early implementations of this command the values in Metric_Value were a list of components you wanted the metric explicitly set to (see example above), and expressions were not allowed.

In version 6 Metric_Value can be an expression, but this may lead to some confusion.

For example,

Metric_Explicit ! /RESULT_METRIC_FOLDER=PROCESSED /RESULT_METRIC_NAME=X
/METRIC_VALUE=1 ; **Metric_Explicit** ! /RESULT_METRIC_FOLDER=PROCESSED
/RESULT_METRIC_NAME=TEST /METRIC_VALUE=METRIC::PROCESSED::X+1 ; The processing results
for the second command are:

Metric Name : METRIC::PROCESSED::TEST Metric Expression : VECTOR(METRIC::PROCESSED::X,1)
Metric Value : 1.000000 , 1.000000 ; The second command be re-written as follows:

Metric_Explicit ! /RESULT_METRIC_FOLDER=PROCESSED /RESULT_METRIC_NAME=TEST
/METRIC_VALUE=Add(METRIC::PROCESSED::X,1) ; The processing results for the third command are:

Metric Name : METRIC::PROCESSED::TEST Metric Expression : Add(METRIC::PROCESSED::X,1) Metric
Value : 2.000000 ;

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

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:metric_commands:metric_explicit&rev=1720793084

Last update: **2024/07/12 14:04**

