

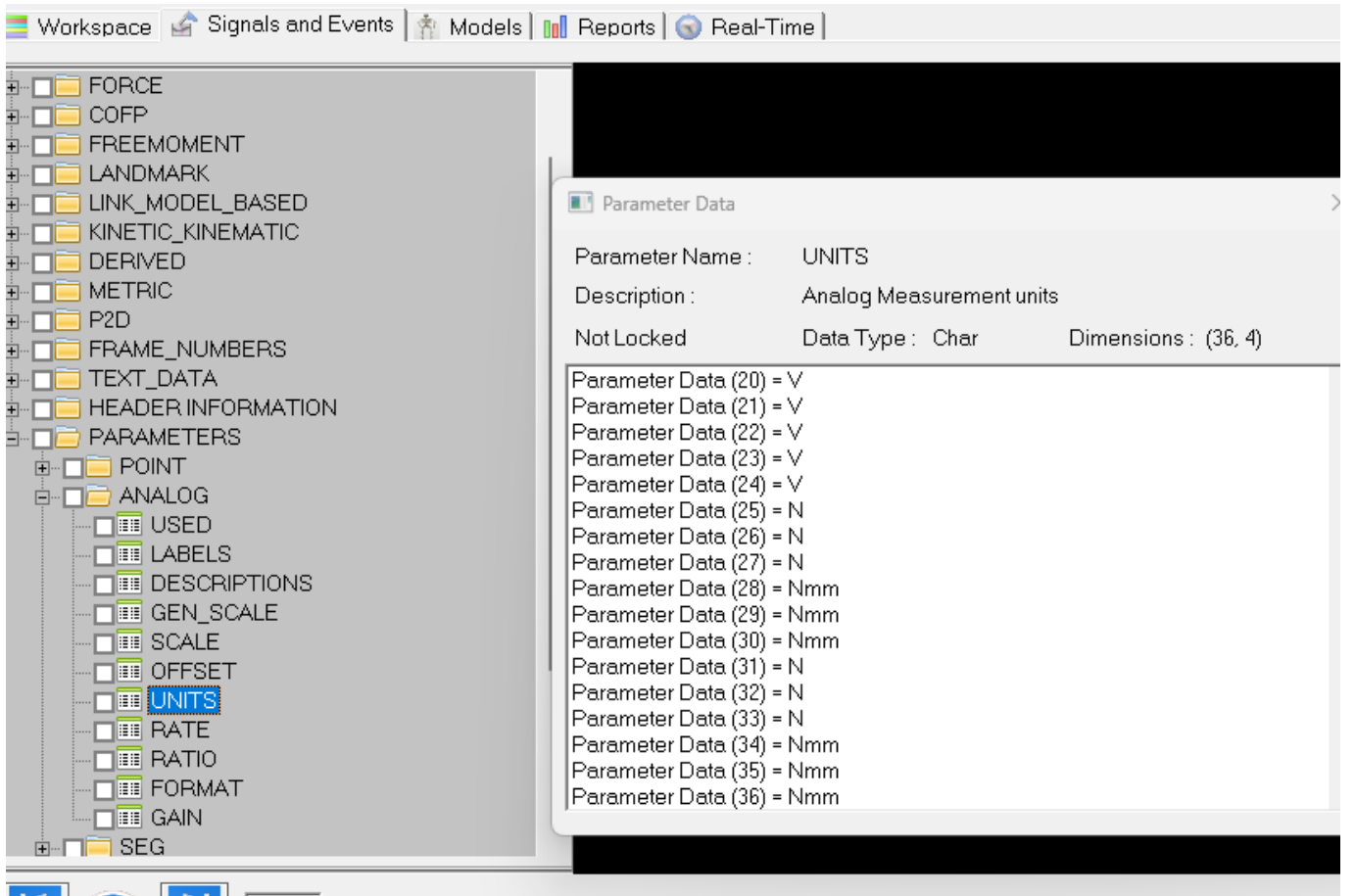
Units of Measurement

Visual3D computes all [model based items](#) using [MKS units](#), i.e. based on meters, kilograms and seconds. An exception to this rule are [joint angles](#), which are represented in degrees.

Quantity	Unit
Distance	m
Velocity	m/s
Acceleration	m/s/s
Mass	kg
Force	N
Energy	J
Power	W
Moment (Torque)	Nm
Joint Angle	degrees
Joint Angular Velocity	degrees/s
Volume	m cubed

Analog Units

Visual3D expects certain common [parameters](#) to be included in the ANALOG Section of the [C3D file](#) when [ANALOG](#) data is present. If no unit parameter is available for an ANALOG signal then Visual3D defaults to interpreting the signal as being reported in Volts (V).



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

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