

Drawing Segment Primitives

Segment Primitives can be a useful tool in visualizing the position and orientation of segments in relation to each other. Segment Primitives can either be drawn using the pipeline, or by using the Draw Segment Primitives Dialog, both methods are described below

Pipeline

Segment Primitives can be draw using the pipeline command `Set_Segment_Draw_Options` described below

```
Set_Segment_Draw_Options
/CALIBRATION_FILE=
/SEGMENT_NAME=
! /REMOVE_CURRENT_SHAPES=TRUE
! /DRAW_PRIMITIVE_SHAPE=TRUE
/PRIMITIVE_SHAPES=
/PRIMITIVE_COLORS=
! /USE_TRANSPARENCY=TRUE
/PRIMITIVE_LOCATIONS=
/PRIMITIVE_SCALES=
/PRIMITIVE_ROTATIONS=
! /PRIMITIVE_EVENTS=
;
```

CALIBRATION FILE: The model file the primitive will be attached to

SEGMENT_NAME: The segment the primitive will be attached to

REMOVE_CURRENT_SHAPES: If true any existing primitives will be removed from the segment when the new ones are drawn

DRAW_PRIMITIVE: If true the described primitive will be drawn on the selected segment

PRIMITIVE_SHAPES: the shape of the primitive being drawn, options include DISK, CYLINDER, SPHERE, ARROW. More then one shape parameter can be added, separating with "+"

PRIMITIVE_COLORS: The color of the primitive being drawn. More than one color parameter can be added, separating with "+"

USE_TRANSPARENCY: If true the drawn primitive will be transparent

PRIMITIVE_LOCATIONS: The vector location of the primitive in relation to the proximal end of the selected segment

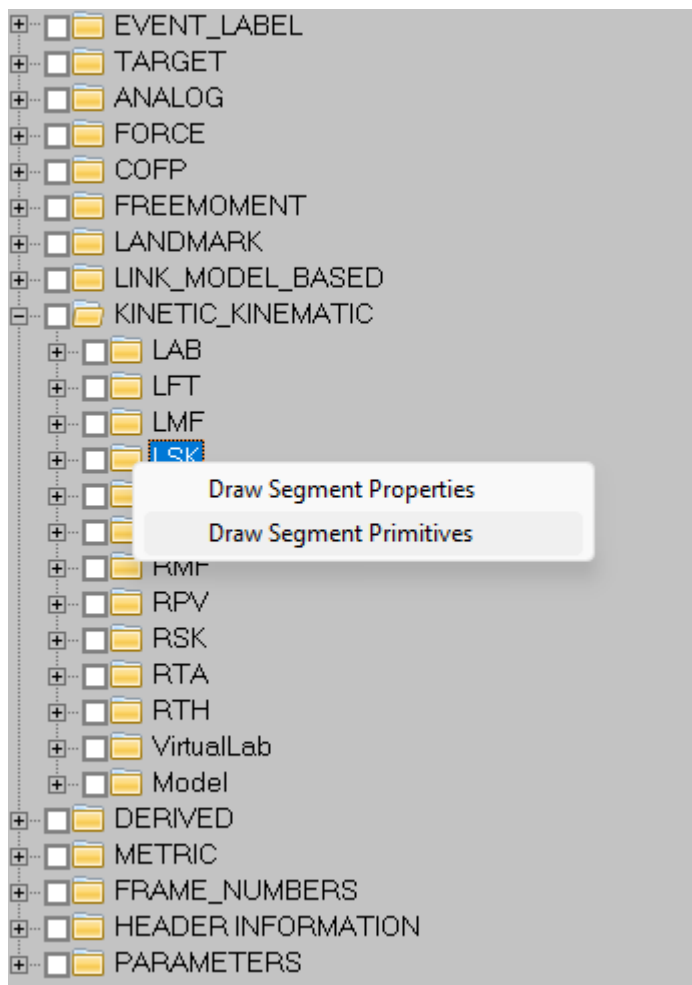
PRIMITIVE_SCALES: The vector scale of the primitive

PRIMITIVE_ROTATIONS: The vector rotation of the primitive

PRIMITIVE_EVENTS: Takes the pose of the segments at the specified events and persists them throughout the animation

Draw Segment Primitives Dialog

The Draw Segment Primitives Dialog can be accessed by right clicking the desired segments folder in the KINETIC_KINEMATIC folder of the Signals and Events tab.



Segment Draw Options Dialog

LinkModel: C:\Users\Katie\Desktop\EastCoast_AS8\V3D_Workshop\Sub01\Static01.c3d

Segment: Left Shank

☒ Draw Geometric Primitive ☐ Remove Current Shapes ☐ Use Short Filenames

Shape	Location	Rotation	Scale	Color
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Geometric Primitive

Shape: Color: #C8C8C8 ☐ Use Transparency

Location in Segment LCS (% of Length): VECTOR(0,0,0)

Scale: VECTOR(1,1,1)

Rotation: VECTOR(0,0,0)

Event Label for Static Pose:

OK Add a New Primitive Modify Selected Delete Selected Cancel

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