Animated_Line

This is a real time command that can be used to draw an arbitrary line in a workspace.

There is an option to get this working in the post processing (Signals and Events) tab.

Example

1. Open a CMZ
    1. **Signals and Events tab**
    2. Go to **View → View Biofeedback Post Processing**
    3. The post processing dialog should appear on the right side of the Signals and Events tab
        1. In the pipeline dialog, under RT and Post Processing Biofeedback, select **Animated Line** and move to main pipeline
        2. Click **Edit** and identify which signals you would like draw a line between in the command

```
Animated_Line
/SIGNAL_TYPES=TARGET+TARGET
/SIGNAL_FOLDER=ORIGINAL+ORIGINAL
/SIGNAL_NAMES=CLAV+CV7
! /LINE_WIDTH=2.0
! /LINE_COLOR=#FFFFFF
! /DRAW_AS_CYLINDER=FALSE
;
```

A line will automatically be drawn in the 3D viewer.

NOTE: You can close the Biofeedback Post Processing dialog and the line will still be drawn.

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

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:other_commands:animated_line&rev=1720027771

Last update: **2024/07/03 17:29**