

# Create Text Data

## Overview

The **Create\_Text\_Data** command is used to generate a text-based signal in Visual3D. Unlike standard numeric signals, this command allows a signal to be created where each frame contains text data instead of numeric values. This can be helpful for labeling data, embedding annotations, or tracking categorical information frame-by-frame in a trial.

## Pipeline Command

The command below is as seen in the Visual3D application. The parameters allow for customization of how the text signal is created“

```
Create_Text_Data
/SIGNAL_FOLDER=
/SIGNAL_NAMES=
! /TEXT_DATA=
! /TEXT_FILE_NAME=
! /PROMPT_ON_EMPTY=TRUE
;
```

## Command Parameters

The following table outlines the available parameters and their functions.

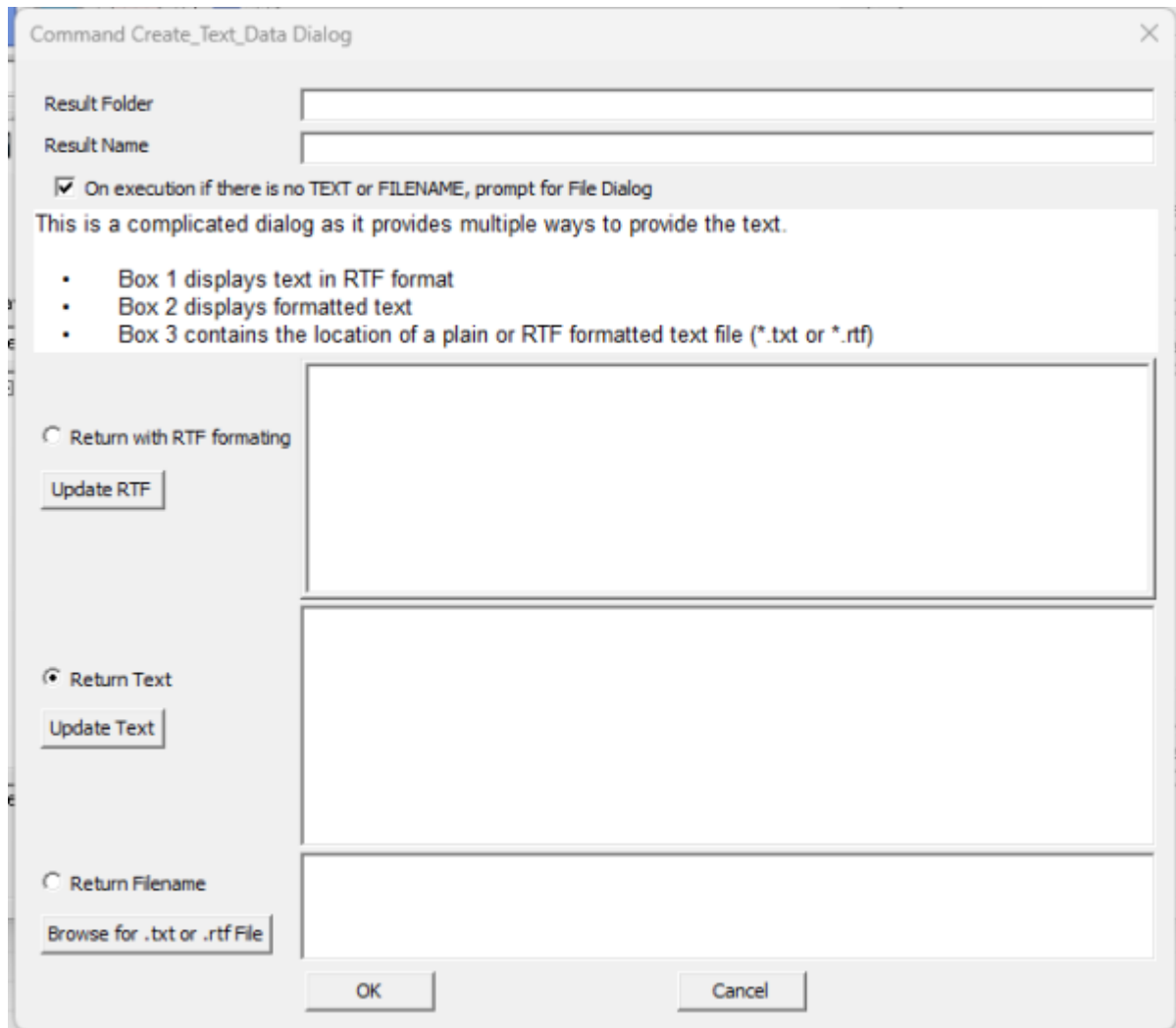
| Parameter           | Description                                                             |
|---------------------|-------------------------------------------------------------------------|
| /SIGNAL_FOLDER=     | The folder where the new text signal will be saved (e.g. PROCESSED)     |
| /SIGNAL_NAMES=      | Name(s) of the signal(s) to be created.                                 |
| ! /TEXT_DATA=       | Inline text data to be inserted directly in the command.                |
| ! /TEXT_FILE_NAME=  | External text file to load the text data from (one entry per line)      |
| ! /PROMPT_ON_EMPTY= | If TRUE, prompts the user to input data if no text or file is provided. |

Note: Either /TEXT\_DATA or /TEXT\_FILE\_NAME must be used. If neither is included, the user will be prompted manually during execution.

## Dialog

The command can be edited either in the text editor or in dialog form. To open the dialog, either double-click the command in the pipeline workshop or click 'Edit'.

Below is the dialog box for the **Create\_Text\_Data** command:



This dialog provides three different methods to supply text to the signal.

- Box 1: Displays and accepts input in RTF (Rich Text Format)
- Box 2: Displays and accepts input as plain formatted text.
- Box 3: Allows the user to browse and select an external text or RTF file to load.

#### Additional Options

- Return with RTF Formatting: If selected, the contents of Box 1 will be used. This is useful if you are working with styled text.
- Return Text: Uses Box 2 (Plain Text) as the input source
- Return Filename: Uses the selected file path from Box 3 to load the contents of an external file.

If no text or file is provided, and the `/PROMPT_ON_EMPTY=TRUE` parameter is enabled, this dialog will appear during execution prompting the user to manually enter the text data.

## Examples

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