

Set Use Processed Analog

This command sets a flag that causes Visual3D to use the PROCESSED [ANALOG](#) signals for computing the [Ground Reaction Force](#) and External Force signals.

Pipeline Command

```
Set_Use_Processed_Analog  
/USE_PROCESSED=FALSE  
;
```

See Also

You can also manually set to use the processed signals by going to **Settings → Use Processed Analog for Ground Reaction Force Calculations**.

Learn more about [using processed signals](#).

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