

Set Use Processed Analog

Use `USE_PROCESSED_ANALOG` to set the flag that causes Visual3D to use the PROCESSED ANALOG signals for computing the Ground Reaction Force and External Force signals. Force platform signals (GRFORCE, COFP, and FREE MOMENT) can be calculated from either ORIGINAL ANALOG signals or from PROCESSED ANALOG signals.

NOTE: In general the automatic identification of contact with the force platforms is based on the ORIGINAL FORCE signals. Users should be careful selecting to use PROCESSED ANALOG signals because of the inherent roll-off caused by filtering the signal.

Instrumented treadmills and stairs seem to be an exception to this rule because the FORCE signals are substantially better if the ANALOG signals are filtered rather than the FORCE signals

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

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