

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.

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.

Pipeline Command

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

Notes

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.

See Also

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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