

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.

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