

Set Use Processed Forces

Sets a flag that causes Visual3D to use the signals in the **FORCE PROCESSED** folder for computing frames for [force assignments](#).

Pipeline Command

```
Set_Use_Processed_Forces  
! /USE_PROCESSED=FALSE  
;
```

See Also

You can also manually set to use the processed signals by going to **Settings → Use Processed Forces for Segment to Force Assignments**.

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

From:
<https://has-motion.com/wiki/> - Wiki Documentation Site

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:other_commands:set_use_processed_forces

Last update: **2026/08/13 15:11**

