Sets a flag that causes Visual3D to use the signals in the FORCE PROCESSED folder for computing frames for force assignments. Can also be done manually by going to Settings → Use Processed Forces...

Pipeline Command

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

See Also: 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&rev=1718648521

Last update: **2024/06/17 18:22**