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=1718804303

Last update: **2024/06/19 13:38**