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**

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